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# Antic

The **ATARI**® Resource

SEPTEMBER 1984 VOLUME 3, NUMBER 5

## COMPUTER GRAPHICS

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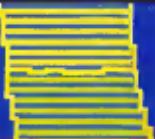
- ◆ Light Pen Magician, Steve Gibson
- 56 Atari Graphics Modes

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## PATTERN



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# Antic

The **ATARI** Resource

the #1  
Atari Users  
Magazine

SEPTEMBER 1984

VOLUME 3, NUMBER 5

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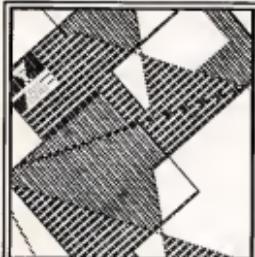
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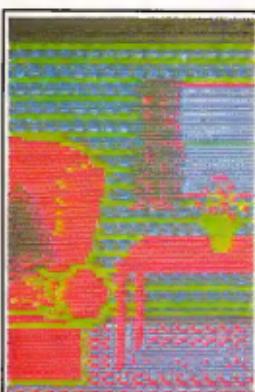
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# i/o board

## HANDLING YOUR RS-232

I have a serial RS-232 printer connected to the Atari 850 interface box. It works fine when I'm writing in BASIC, but when using software that expects a parallel printer port, of course it doesn't work. Is it possible to POKE the location where the printer handler is, redirecting it to the location of the RS-232 handler? Where is the RS-232 handler kept?

Jim Riess

Sudbury, MA

*The RS-232 handler isn't resident in the Atari OS—it must be loaded from disk, turn on the 850 interface, then boot from the Atari DOS Master Disk or from a disk containing the AUTORUN.SYS file (from the Master Disk). This loads the RS-232 handler and adds its address to the handler table. Then simply use the RS-232 port as another I/O channel. First, OPEN #1,8,0;"RI:", then use PRINT #1 or PUT #1 to send data to the port. Finally, CLOSE #1. Of course, this can only be used to modify BASIC programs that use the printer.*

*Modifying machine language programs that use printers, such as LJK's Letter Perfect requires extensive technical expertise and probably wouldn't be worth the trouble. As far as we know, the only commercial word processing program for the Atari using the RS-232 port is Atari's own Atarewriter. Choose SAVE from the main menu, then type RI: at the prompt for device and file name. If you use Atarewriter without a disk drive, the RS-232 handler is automatically loaded if the 850 is turned on and connected before the computer is turned on.* —ANTIC ED

## ANTIC AUTHORS

I am 14 years old and am the proud owner of an Atari 800. Is it possible for me to write an article for **Antic** and for you to then publish it?

Michael Plotnik  
Brooklyn, NY

*We always encourage readers, of all ages, to submit material for publication. Of course, we reserve the right to decide whether or not to use a submission. If you would like more information, please send a self-addressed stamped envelope to **Antic**, requesting our Author's Guide.* —ANTIC ED

## A VOTE FOR BASIC XL

The members of the Westmoreland Atari Computer Organization believe that BASIC XL, from Optimized Systems Software (OSS), is the best programming language for the Atari computer. We feel it is the ideal language to be built into the forthcoming Atari 1450 XLD computer. We have written letters suggesting this to James Morgan, Atari's chairman, and Bill Wilkinson of OSS. *Consumer Reports* recently rated Atari as its top choice among home computers, but blasted Atari BASIC as one of the main reasons home computers aren't taken more seriously. Atari is letting a golden opportunity slip by if it doesn't market BASIC XL as an extended BASIC.

George J. Adamson  
Newsletter Editor  
Westmoreland Atari  
Computer Organization  
North Huntingdon, PA

*We agree that BASIC XL is an excellent version of BASIC. We'd like to point out, however, that Atari currently markets Microsoft BASIC II, a cartridge-based extended BASIC. By the way, George is a frequent contributor to **Antic**.* —ANTIC ED

## MORE FROM MORI

I have written a graphics program in mode 7, called "Three-Color Demo." I hope you enjoy this:

```
10 GRAPHICS 7+16:COLOR 1
20 FOR T=1 TO 159 STEP 5
30 PLOT T,8:DRAWTO 159,4
4:DRAWTO T,89:PLOT 159-T
,8:DRAWTO 8,44:DRAWTO 15
9-T,89
40 NEXT T
50 COLOR 2
60 FOR I=1 TO 30 STEP 3
70 PLOT 79+I,44:DRAWTO 7
9,74-I:DRAWTO 79-I,44:DR
AWTO 79,14+I:DRAWTO 79+I
,44
80 NEXT I
90 PLOT 79,8:DRAWTO 79,1
4:PLOT 79,89:DRAWTO 79,7
4:PLOT 8,44:DRAWTO 79,44
: PLOT 159,44:DRAWTO 79,4
```

# i/o board

```
100 COLOR 3
110 FOR I=1 TO 89 STEP 2
120 PLOT I,0:DRAWTO 159,
I:DRAWTO 159-I,89:DRAWTO
8,89-I:DRAWTO I,0
130 PLOT 159-I,0:DRAWTO
0,I:DRAWTO I,89:DRAWTO 1
59,89-I:DRAWTO 159-I,0
140 NEXT I
150 REM ATARI LOGO MARK
160 COLOR 2
170 FOR I=8 TO 89
180 PLOT 0,I:DRAWTO 159,
I
190 NEXT I:COLOR 0
200 FOR I=38 TO 60 STEP
2
210 PLOT 68,I:DRAWTO 72,
I:PLOT 75,I:DRAWTO 78,I:
PLOT 82,I:DRAWTO 86,I
220 NEXT I
230 FOR I=68 TO 78 STEP
2:Q=Q+2
240 PLOT 68-Q,I:DRAWTO 7
2-Q,I:PLOT 76,I:DRAWTO 7
8,I:PLOT 82+Q,I:DRAWTO 8
6+Q,I
250 NEXT I
260 GOTO 260
```

Masahiro Mori  
Taichung, Taiwan

## TRACE TROUBLE REVISITED

This is an answer to a question posed by Paul Martin in June I/O Board, entitled "Trace Trouble." The problem has been documented by Bill Wilkinson of Optimized Systems Software. If you use the CPY#<xx> instruction and try to trace the program using the Assembler/Editor cartridge in the debugger mode, the trace aborts. There is no solution for this problem. The best thing to do is not to use CPY#, but use CPX# instead. Try this: Instead of using CPY#\$10, use

CPY CNSTNT  
CNSTNT BYTE \$10

This will solve the problem.

Robert Davis  
Sheffner, FL

## ATARI OVERSEAS

Prior to buying my new system (including computer, disk drive, interface module, printer, and color monitor) in Canada to use in Israel, many people, including Atari salesmen, said the system wouldn't work with Israel's 220-volt, 50-Hz electricity supply. (The same system used throughout Europe). I'm delighted to report that, with the use of a simple stepdown transformer (220 to 110 volts), my system works perfectly.

Mr. Ephraty  
Netanya, Israel

*Readers should note that Mr. Ephraty bought his monitor at the same time as the rest of his system. A computer manufactured for the North American market is not compatible with European standard of television signal transmission.* —ANTIC ED

## CASSETTE AUTO BOOT?

I'm building an alarm system and would like to have a fully automatic boot capability for my 48K Atari 400 and cassette drive, instead of having to leave the unit on and programmed. When nobody is home, there's no one to press the Off-Start-Return sequence. Any help in this area?

Eddie Leach  
Gainesville, FL

*As far as we know, there's no way to automate booting an Atari cassette system. If there's nobody around to start the system, why not turn it on when you leave, for greater security?* —ANTIC ED

## KUDOS AND QUESTIONS

Hats off to the finest Atari-oriented magazine! The games are outstanding! Keep up the good work. Superb graphics are tops on the list, too.

Will Roadrage and GTIA Sketchpad work on the unexpanded (16K) Atari 600XL?

Milson Luce  
Kenner, LA

*Thanks for the kind words! We will continue to bring you the best games and graphics. Neither of the two programs you mentioned will work on the unexpanded 600 XL.* —ANTIC ED

# ATARI SOLD TO TRAMIEL

Just as this issue of *Antic* was going to press, the news came that Atari's computer and videogame divisions were sold by Warner Communications to a new Hong Kong-based company headed by Jack Tramiel, the tough, hard-driving ex-president of Commodore computers.

Tramiel (pronounced tra-mel) was already operating Atari's Sunnyvale headquarters the day the announcement was made. He promptly issued a statement that his goal was to make Atari "number one—nothing less."

Talk like that must be taken seriously when it comes from Jack Tramiel—the man who sold more home computers than anybody else in history, and who is famous for consistently cutting prices below the competition.

Our sources tell us that Tramiel showed up in Sunnyvale with a complete plan for obtaining all components of the 800XL computer at lower cost. Now that Atari's overhead has been cut so drastically, *Antic* believes that the 800XL will be not only the best—but also the most affordable—64K computer on the market this Christmas.

We think the chances are good that over the next few months Atari will emerge as the Chrysler of high-tech, the biggest comeback story in the history of the computer industry.

Whatever happens, *Antic* will continue to be the Number One source of information and guidance for all Atari computer owners. We'll have a lot more details for you in our next issue. And we'll especially be looking for the latest news on how you can get any Atari customer service problems taken care of.

Finally, here's a call to APX program authors, all Atari software developers and third-party hardware vendors. If you're looking for a way to market your products directly, phone Gary Yost at *Antic* right away. We may be able to help you . . .



# Modern times have created

We've cleverly disguised them as funny creatures from a computer game. But underneath the funny exterior is one of the most serious approaches to home education you've ever heard of.

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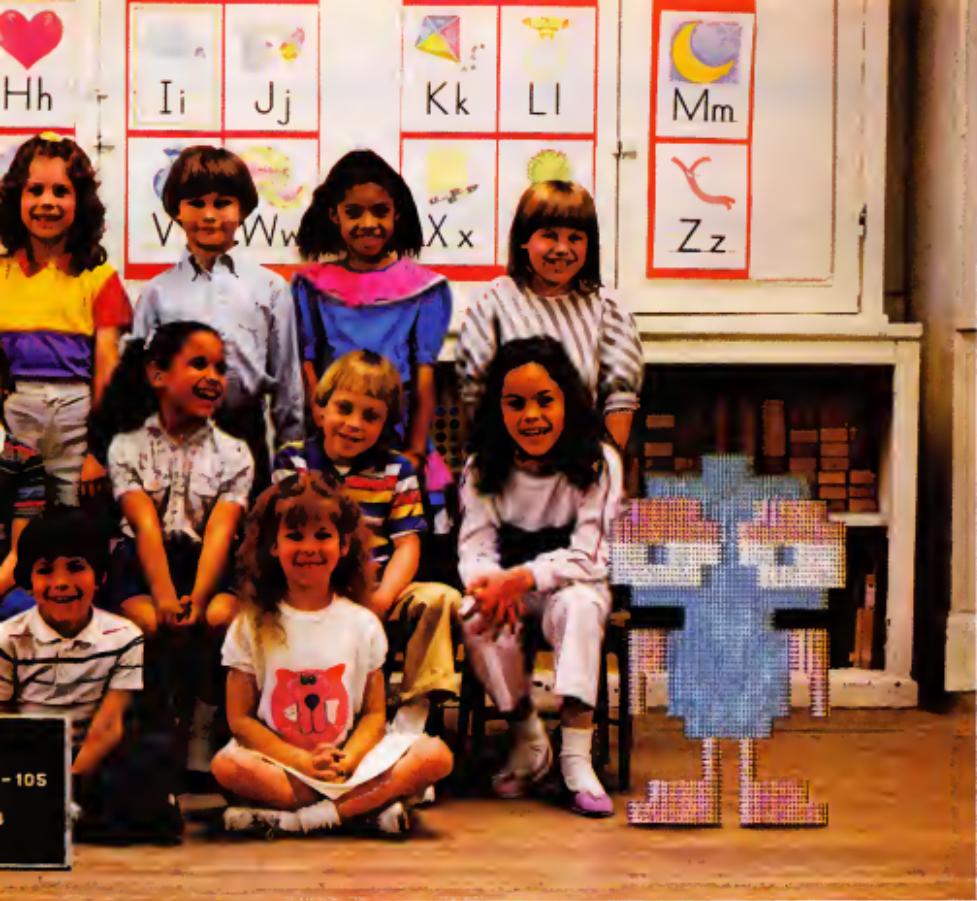
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# da new breed of teachers.

variations and many decisions to make.

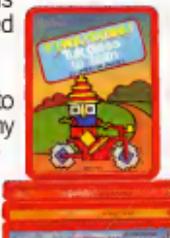
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# help!

## XL TYPO

I'm glad I found you. Being the owner of a 1200XL and Microsoft BASIC, I was becoming more discouraged each day before finding your June issue on the XLs.

I noticed that the typographical error Atari made in their table of OS changes from Revision B to the XL was copied (in Robert DeWitt's article on the evolution of the XL computers). The last hex address should be 03FB-03FC instead of 03FB-03FC.

John Tilton  
Carlsbad, CA

## MEMORY WINDOW

In your program "Memory Window," (April 1984), line 160 should read . . ."MEM+255". This will give the proper memory reading in the window. For example, page 0 resides in location 0-255, not 0-256.

Bill Travis  
Salt Lake City, UT

## ERRATA

In our review of Ultima I (Antic, July 1984), the author's name should have been Keith Valenza. We apologize for the error.

## APX LIVES ON

Many readers have asked us how to get APX programs now that Atari has closed that division. Al Thomas, Manager of Sales and Manufacturing for APX tells us that twenty of the best APX programs, including EXCALIBUR, GETAWAY and ATARI PRINTER DRIVER, will continue to be sold. You can obtain a complete list of titles and a new order form by calling (800) 672-1404 inside California, (800) 538-8543 outside California or by writing

APX  
c/o ATARI CUSTOMER SERVICE  
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SUNNYVALE, CA 94088

APX informs us that the turnover on APX orders is just 3-4 days using the new forms. If you use an old form from the catalogue to order a product no longer available, the turnover can take weeks!

## SCROLLING INTO TROUBLE

I'm a student who is fascinated by what my Atari 400 can do, but I've stumbled onto a few problems. Specifically, I've had trouble setting up a horizontal-scrolling routine and creating my own character set. Any help you can offer would be most appreciated.

Richard Tan  
Vancouver, B.C., Canada

*Antic's publisher, James Capparell, has written an article on scrolling that may help you. Entitled simply, "Scrolling," it appears in our recently-published anthology, The Best of Antic, Volume One.*

*Several articles that explain how to create your own character set have recently appeared in Antic. See "Odd Man Reforms" by John and Mary Harrison (Antic, page 36, December 1983) and "Character Graphics" by Chris Chebris (Antic, page 60, February 1984).—ANTIC ED*

## ANIMATING TANKS

In your June 1984 article "Use Basic to Animate," you stated that the Antic staff was unable to eliminate the instructions for Players 2 and 3 because the remaining tanks would not fire.

You cannot eliminate the entire line. The first item on the line must be retained. The listing below allows you to select either a two, three or four player game. It then disables the unused tanks and eliminates them from the screen.

Please keep up the good work. I learn something every time I type in one of your listings.

Charles Barker  
Lawrenceburg, IN

## SCROLL YOUR WAY TO THE TOP

There is a typographical error in the article "Scroll Your Way to the 'Top'" (Antic, June 1984). In the last paragraph on page 44, the number 1586 should be 1536.

## DISKREAD SECTORS

I typed in "Diskread" from Antic, March 1984, and found a small flaw. If you request the utility to display the "next" sector, it finds the next sector from information in the "pointer" in the last three bytes of the current sector. The sectors (360-368) that contain the VTOC (volume table of contents) and disk directory don't use this pointer, so attempting to display the next sector while displaying a directory sector won't work correctly.

I've made a change that corrects this problem. Insert the following line into the program:

215 IF NUM>359 AND NUM<369 THEN  
  NES=NUM+1 GOTO 250

Edward Aubitz  
Bloomington, MN

## LOADING GLOOP

Bravo to you and to Guy Aitchison for "Galactic Gloop" (Antic, February 1984)—it's one of the best games in BASIC I've ever seen. The song is great, and the graphics are out of this world!

I have a disk-based system, however, and I quickly got tired of typing in special commands each time I loaded the game, so I wrote this little program to ease the task. To use it, first SAVE or rename the game program as "GALACTIC." Then type in this program and SAVE it as "GLOOP." Then RUN "D:GLOOP".

Please print my full address, so that other readers who'd like to talk computers or swap programs can get in touch with me.

```
0 REM Pre-load initialization for
  Galactic Gloop
10 GRAPHICS 0.5:SETCOLOR 2,0,0
20 ?->? "POKE 743,114 POKE 744,46"??
  ?->? "NEW"?->? "LOAD "??
  CHR$(34); "D:GALACTIC":CHR$(34)
  ??
30 ?->? "POKE 842,12 RUN"
40 POSITION 2,0:POKE 842,13 STOP
```

Mike Wildridge
 R.R. #1 Box 35A
 Lawrenceburg, IN 47025

# A VITAL PIECE OF SOFTWARE FOR ATARI 400 OWNERS.



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The flat keyboard of the Atari 400 isn't very satisfactory to use.

It simply doesn't put you in touch with the computer in the same way as a push button one.

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Only it does it better.

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# UNLOCKING THE 56 GRAPHICS MODES

Instant exploration of Atari's display styles

by PAUL CHABOT

Why did you buy an Atari computer? The chances are good that, in addition to its other fine qualities, you were attracted by the unmatched ability to create computer color graphics.

Atari home computers are outstanding for graphics because they all feature, in addition to the 6502 central microprocessor, another chip called ANTIC (sound familiar?) that's dedicated solely to handling the Atari's video screen display.

The ANTIC chip can display data in 14 different formats, called *graphics modes*. The accompanying chart lists all 14, along with information about each. Some of these, such as Graphics 0, are text modes, which means that the data in memory must be represented as characters (numbers, letters, and symbols). Others, such as Graphics 7, tell the computer to display memory data as a picture.

In addition to the 14 ANTIC modes, there are three additional graphics modes that are controlled by yet another special chip, GTIA (George's Television Interface Adaptor). These are Graphics 9, 10, and 11. Here is what

## SYNOPSIS

*Introducing Atari's full range of graphics modes. With accompanying BASIC program that gives you instant display of all 56 modes. Runs on all Atari computers of all memory configurations. For Antic Disk subscribers: Type RUN 'D:ALLMODES.BAS'.*

happens when you call up one of these GTIA modes in a program. The Atari first sets up a full screen display of Graphics 8, then alters memory location 623. If you call Graphics 9, then 64 is added to the contents of location 623. If you call Graphics 10, then 128 is added to this location. Calling Graphics 11 adds 192. The accompanying chart provides more details.

Thus, you see that GTIA has four states controlled by location 623, and accessible by the values 0, 64, 128, and 192. Each of ANTIC's 14 graphics modes can be altered by GTIA's four states — for a grand total of 56 modes. Of course, some of these modes are ugly

and others are simply useless. There are, however, many valuable modes.

The accompanying program sets up a sample text display, then allows you to view it in all 56 graphics modes. The display won't be recognizable in every graphics mode, but you'll get an instant demonstration of how the same data is interpreted in the different modes.

## HOW TO USE THE PROGRAM

Type in the BASIC listing and test it with TYPO. SAVE an extra backup copy, then RUN it. It will produce a Graphics 2 screen display with a menu in the text window. Use the number keys [0]-[8] to change the display mode. Keys [A]-[E] produce additional modes that are supported directly by the XL series, but that require special programming to be used by 400/800 computers (see accompanying chart).

Press [G] to cycle GTIA through its four states. The [S] key changes the memory area that gets mapped to the screen. Feel free to roam around and watch your Atari think by typing in addresses such as 1536, 53760, 53960, 0, continued on next page

and 40520. The [R] key gets you home again.

ALLMODES was created to demonstrate and explore the graphics capabilities of the Atari. Feel free to hit [BREAK] at any time and enter immediate-mode commands. For example, try POKEing various values directly into the color registers 704-712. If the GTIA isn't in its initial state, you'll have difficulty reading the text window. After using the immediate mode, type CONT [RETURN] to resume program execution. Typing [R] returns you to the menu.

### SIZE CHANGES

Notice that besides changing the display, your selections cause the display area to shrink or expand. This is why it happens:

When you look at your video display, you're actually seeing a beam of electrons sweeping across the screen, left to right. Each time the beam reaches the right edge of the screen, it is turned off and moved down slightly, where it will sweep across the screen again. The result of each sweep on the screen is

called a *scan line*. The standard Atari full-screen display holds 192 scan lines and is re-drawn every 1/60 of a second.

An Atari display combines scan lines into *mode lines*, units of one to 16 scan lines — depending on which graphics modes you're using.

Graphics 2, the mode we started with, has 10 mode lines. Each of its mode lines contains 16 scan lines, for a total of 160 scan lines, which results in a fairly full screen. ALLMODES retains this format of 10 mode lines when it displays any of the 56 graphics modes. However, a graphics mode might contain as few as one scan line per mode line.

For more information on how to control the Atari video display, see "Display Lists Simplified" (ANTIC, Feb/Mar 1983).

### GTIA

When called from BASIC, GTIA modes 9,10, and 11 use a configuration similar to Graphics 8 and use the same amount of screen memory. Because of the difference in pixel shape, however, there are 80 pixels per row in GTIA. These

three GTIA modes can be combined with the other modes by POKEing location 623 as follows:

GTIA 9 — POKE 623,64

GTIA 10 — POKE 623,128

GTIA 11 — POKE 623,192

### COLOR ACCESS:

GTIA 9 — POKE hue into 712  
Use BASIC COLOR command 0-15 for the shade.

GTIA 10 — POKE hues and intensities into 704-712  
Use BASIC COLOR command 0-15 for the color.

GTIA 11 — POKE 712,0-14 for luminence. Use BASIC COLOR command 0-15 for hue.

### NOTES:

- \* One color, two luminances
- + User determined. Please see the article in this issue "ANTIC'S MODE 3."

*Paul Chabot is a professor of mathematics and computer science at California State University in Los Angeles.*

### ATARI GRAPHICS MODES AND SCREEN FORMATS

ANTIC MODE	BASIC MODE	MODE TYPE	BYTES/ LINE	COLUMNS	ROWS (SPLIT)	ROWS (FULL)	SCAN LINES/ MODE LINE	# OF COLORS	SCREEN RAM REQUIRED
2	GR.0	TEXT	40	40	—	24	8	1*	960
3	NONE	TEXT	40	40	—	+	10	1*	+
4	GR.12(XL)	TEXT	40	40	20	24	8	5	960
5	GR.13(XL)	TEXT	40	40	10	12	16	5	480
6	GR.1	TEXT	20	20	20	24	8	5	480
7	GR.2	TEXT	20	20	10	12	16	5	240
8	GR.3	GRAPH	10	40	20	24	8	4	240
9	GR.4	GRAPH	10	80	40	48	4	2	480
A	GR.5	GRAPH	20	80	40	48	4	4	960
B	GR.6	GRAPH	20	160	80	96	2	2	1920
C	GR.14(XL)	GRAPH	20	160	160	192	1	2	3840
D	GR.7	GRAPH	40	160	80	96	2	4	3840
E	GR.15(XL)	GRAPH	40	160	160	192	1	4	7680
F	GR.8	GRAPH	40	320	160	192	1	1*	7680

```

5 REM ALL MODES
6 REM BY PAUL CHABOT
7 REM ANTIC MAGAZINE
10 GOSUB 288
20 K=PEEK(764):IF K<64 THEN 48
30 FOR I=1536 TO 1575
32 POKE I,PEEK(53778):NEXT I
34 GOTO 20
40 POKE 764,255
50 REM LINKAGE
52 IF K=50 THEN M=2:GOSUB 100:REM ..
54 IF K=31 THEN M=6:GOSUB 100:REM ..
56 IF K=30 THEN M=7:GOSUB 100:REM ..
58 IF K=26 THEN M=8:GOSUB 100:REM ..
60 IF K=24 THEN M=9:GOSUB 100:REM ..
62 IF K=29 THEN M=10:GOSUB 100:REM ..
64 IF K=27 THEN M=11:GOSUB 100:REM ..
66 IF K=51 THEN M=13:GOSUB 100:REM ..
68 IF K=53 THEN M=15:GOSUB 100:REM ..
70 IF K=63 THEN M=3:GOSUB 100:REM ..
72 IF K=21 THEN M=4:GOSUB 100:REM ..
74 IF K=18 THEN M=5:GOSUB 100:REM ..
76 IF K=58 THEN M=12:GOSUB 100:REM ..
78 IF K=42 THEN M=14:GOSUB 100:REM ..
80 IF K=62 THEN GOSUB 120:REM .....
82 IF K=48 THEN GOSUB 140:REM .....
84 IF K=61 THEN GOSUB 150:REM .....
90 GOTO 20
100 REM MODE CHANGE
102 POKE DL+3,84+M
104 FOR I=DL+6 TO DL+14
106 FOR W=0 TO 20:NEXT W
108 POKE I,M:NEXT I
110 RETURN
120 REM SCREEN AREA CHANGE
122 ? :? :? :? :POKE 656,0
124 ? "SCREEN AREA NOW BEGINS AT ";SA
126 ? :"INPUT A NEW BEGIN ADDRESS"
128 INPUT SA
130 SH=INT(SA/256):SL=SA-256*SH
132 POKE DL+4,SL:POKE DL+5,SH
134 GOSUB 250:RETURN
140 REM RESTORE SCREEN
142 SL=PEEK(88):SH=PEEK(89)
143 POKE 623,8
144 SA=SL+256*SH
146 POKE DL+4,SL:POKE DL+5,SH
147 GOSUB 250
148 M=7:GOSUB 100:RETURN
150 REM GTIA MODES
152 I=PEEK(623)-64:POKE 712,48
154 IF I>255 THEN I=I-256
156 IF I=191 THEN POKE 712,8
158 POKE 623,I:RETURN
288 REM INITIALIZE
292 GRAPHICS 2

```

```

284 DL=PEEK(568)+256*PEEK(569)
286 SA=PEEK(88)+256*PEEK(89)
210 ? #6;" AAAAAAAAAAAAAAAAAA"
212 ? #6;" I *****"
214 ? #6;" I +++++++"
216 ? #6;" I 01n0d0s"
218 ? #6;" I +++++++"
220 ? #6;" I *****"
222 ? #6;" I BY"
224 ? #6;" I PAUL CHABOT"
226 ? #6;" I 1983"
228 ? #6;" 00000000000000000000"
230 FOR I=0 TO 15:POKE 1616+I,I
232 POKE 1636+I,I:POKE 1656+I,I
234 POKE 1676+I,I:POKE 1696+I,I
236 POKE 1736+I,I,17*I:POKE 1756+I,I
238 NEXT I
240 POKE 712,48:POKE 784,12*16
242 POKE 785,6*16+6:POKE 706,15*16+4
244 POKE 787,166
250 REM MAIN MENU
252 ? :? :? :? :POKE 656,0:POKE 752,1
254 ? " B GR.0 A Antic3 E GR.7+"
256 ? " I GR.1 B Antic4 G GTIA"
258 ? " 2 GR.2 C Antic5 S Screen Area"
260 ? "... etc. D GR.6+ B Restore"
278 RETURN

```

## TYPO TABLE

Variable checksum = 182215				
Line	num	range	Code	Length
5	-	54	ZI	2B3
56	-	78	ZX	518
80	-	122	HL	298
124	-	147	BQ	299
148	-	212	KB	343
214	-	236	ZT	434
238	-	270	VM	3B2

A

# TELLING *TIME* IN PILOT

Easy educational program  
—only 104 lines

by RICHARD SELTZER

In "Turtle Sketch Pad" in the December 1983 *Antic*, it was interesting to see how to use PEEK and POKE-type commands in PILOT to get results similar to programs written in BASIC.

But the real power and value of PILOT comes from its simplicity. Programs that stick to PILOT (without all the PEEKs and POKEs) can be written and rejigged right at the keyboard and can be understood at a glance.

In other words, for question and answer kinds of drills and exercises, teachers or parents can write programs in PILOT as easily as they might prepare worksheets or handouts. PILOT programs are a very do-it-yourself medium.

The following program illustrates the power and simplicity of PILOT with Turtle Graphics. I wrote it for my daughter Heather, age six, who wanted practice in telling time. It provides three levels of difficulty—hours alone, quarter hours, and five minute increments—all in just 104 short instructions.

## PROGRAM NOTES

PILOT's TURN and TURNTO commands, using the 360 degrees of a circle, are well suited to drawing lines radiating from a center point, like the hands of a clock. For instance, for the hour hand, we pick a random number from 0 to 11 (line 170), set 0 equal to 12 (line 180). Then (in line 200)

## SYNOPSIS

*This is a simple and well-documented program to teach children to tell time using three levels of difficulty. Best of all, it's only 104 lines long and runs on all Atari computers. Antic Disk subscribers simply LOAD D:TIME.PLT [RETURN]. Now type RUN.*

we go to the center of the screen (0,0), and from the straight up position (TURNTO 0 in line 190) turn 30 degrees times the number of the hour and draw a line 15 units long (just a bit shorter than the minute hand, which we arbitrarily made 20 units long in line 190).

For the Quarter Hour version, we add an extra line (line 390) so the hour hand realistically moves ahead a quarter of 30 degrees (or 15/2) for each quarter hour beyond the hour. Similarly for the five minute version (line 590), the hour hand moves ahead a twelfth of 30 degrees (5/2) for each five minute increments beyond the hour.

Using the clock hands alone, without the numbers, made the games more interesting to play and also greatly simplified the programming.

### Variables:

#H=the hour, a random number from 0 to 11  
#Q=the quarter hour, a random number from 0 to 3  
#M=the five minute increment, a random number from 0 to 11

continued on page 18

# The Only Really Usable Color Printing System For All Atari Computers.

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\*"Rainbow" software by Computer E.A.S.E.

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TELLING TIME IN PILOT continued from page 16

#N = the quarter or the five minute increment translated to minutes

#R = the number of questions answered right

#T = the number of questions asked (a game is 12 questions)

In the five minute version, if the correct answer was 5:05, with the standard format of #H:#M the program would expect an answer of 5:5. So in line 660, we add a match of

#H:05, so the right answer is recognized as right. Also, when the answer is an exact hour, the natural inclination is to type just the number of the hour, without a colon and zeroes. Lines 660 and 670 make sure that that, too, will be accepted as a match.

*Richard Seltzer is the author of two children's books, The Lizard of Oz and Now and Then and Other Tales from Ozma. He lives in West Roxbury, Mass.*

```

10 T:WHAT'S YOUR NAME?
20 A:$NAME
30 GR:CLEAR
40 *CIRCLE
50 GR:PUT RED;GOTO 0,0;TURNT 0;GO 25
60 C:="#X:#X+1
70 J(#X<360):*CIRCLE
80 *START
90 C:#R=0
100 C:#T=0
110 T:00 YOU WANT TO PLAY HOURS (H), Q
UARTER HOURS (Q) OR FIVE MINUTES (M)?
(TYPE H,Q, OR M)
120 A:
130 M:H,Q,M
140 JM:>*HOUR,*QUARTER,*MINUTE
150 JN:>*START
160 *HOUR
170 C:#H=?\12
180 C:#H=0):#H=12
190 GR:GOTO 0,0;TURNT 0;PUT YELLOW;DR
AW 26
200 GR:GOTO 0,0;TURNT #H=30;DRAW 15
210 GR:PUT RED;GOTO 0,0
220 T:
230 T:WHAT TIME IS IT, $NAME? (JUST TY
PE THE HOUR)
240 A:
250 M:#H
260 C:#T=?\1
270 TN:ND, IT'S REALLY #H. GOOD LUCK O
H THE NEXT ONE, $NAME.
280 PAN:150
290 UY:>*RIGHT
300 GR:GOTO 0,0;TURNT #H=30;PUT ERASE
;DRAW 15
310 J(#T<12):>*HOUR
320 GR:#T=12):GOTO 0,0;TURNT 0;PUT ER
ASE;DRAW 26
330 J(#T=12):>*REPLAY
340 *QUARTER
350 C:#H=?\12
360 C:#H=0):#H=12
370 C:#0=?\4
380 C:#N=15:#0
390 GR:GOTO 0,0;TURNT #H=30;TURN #0*(

15/2):PUT YELLOW;DRAW 15
400 GR:GOTO 0,0;TURNT #0=90;DRAW 28
410 GR:PUT RED;GOTO 0,0
420 T:
430 T:WHAT TIME IS IT, $NAME? (USE THE
FORM 9:15, 10:30, ETC.)
440 A:
450 M:#H:#N
460 M:#0=0):#H
470 C:#T=?\T+1
480 UY:>*RIGHT
490 UN:>*ANSWER
500 GR:GOTO 0,0;TURNT #H=30;TURN #0*(15
15/2):PUT ERASE;DRAW 15
510 GR:GOTO 0,0;TURNT #0=90;DRAW 28
520 J(#T<12):>*QUARTER
530 J(#T=12):>*REPLAY
540 *MINUTE
550 C:#H=?\12
560 C:#H=0):#H=12
570 C:#M=?\12
580 C:#N:#M=5
590 GR:GOTO 0,0;TURNT #H=30;TURN #M*(5
5/2):PUT YELLOW;DRAW 15
600 GR:GOTO 0,0;TURNT #M=30;DRAW 28
610 GR:PUT RED;GOTO 0,0
620 T:
630 T:WHAT TIME IS IT, $NAME? (USE THE
FORM 5:25, 12:05, ETC.)
640 A:
650 M:#H:#N
660 M:#H=5):#H:05
670 M:#M=0):#H
680 C:#T=?\T+1
690 UY:>*RIGHT
700 UN:>*ANSWER
710 GR:GOTO 0,0;TURNT #H=30;TURN #M*(5
5/2):PUT ERASE;DRAW 15
720 GR:GOTO 0,0;TURNT #M=30;DRAW 28
730 J(#T<12):>*MINUTE
740 J(#T=12):>*REPLAY
750 *RIGHT
760 T:RIGHT!
770 C:#H:#H+1
780 SO:13
790 PA:15
800 SO:17

```

```

810 PA:15
820 SO:20
830 PA:15
840 SO:25
850 PA:30
860 SO:0
870 E:
880 *ANSWER
890 T(#N=0):NO, IT'S #H:80. GOOD LUCK
ON THE NEXT ONE, $NAME.
900 PA(#N=0):150
910 E(#N=0):
920 T(#N=5):NO, IT'S #H:85. GOOD LUCK
ON THE NEXT ONE, $NAME.
930 T(#N>5):NO, IT'S #H:#N. GOOD LUCK
ON THE NEXT ONE, $NAME.
940 PA:150
950 E:
960 *REPLAY
970 T:VERY GOOD, $NAME. OUT OF 12, YOU
GOT #R RIGHT. WANT TO PLAY SOME MORE?
980 A:

```



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# NETWORKING NEWS

## Reach out and download a BBS

by MICHAEL CIRAOLO

### ATARI'S OWN BOARD FOR USERS GROUPS

Atari, Inc. operates a 24-hour bulletin board system (BBS) for users groups. The system gives user group officers with valid sign-ons total access, including 46 minutes of connect time and the ability to leave messages. Individuals without valid sign-ons can read mail, but can't leave messages. They are also limited to 15 minutes.

The BBS currently offers educational public domain software, according to system operator (sysop) Cassie Stahl. In the future, the board is likely to expand to include demonstrations of new products for downloading, as well as information about new Atari products.

This system uses an Atari 800, a 6 megabyte hard disk drive, a 300 baud Hayes Smartmodem, Atari 850 interface and 822 printer. The system runs with FOREM, a popular Atari bulletin board program that allows users to obtain limited access to the system without a password.

Sysop Stahl says she is available for chatting on this system during normal working hours, Pacific time (408) 745-4263.

### GRAPHIC TELECOMMUNICATIONS

There is no reason to limit your Atari's telecommunication capabilities to downloading or uploading text files and programs. If you have ever drawn a pic-

### UPDATE

Here are several new Atari Bulletin Board Systems, plus a few old ones with new numbers.

#### California

Atari Users Group BBS 24 hours  
(408) 745-4263  
Modem Magazine 24 hours  
(408) 989-8217

#### Canada

Atari Starship  
(416) 692-7975

#### Illinois

Atari World  
(312) 776-8173  
Courtyard 24 hours  
(312) 668-6972

Phamis 24 hours

(312) 448-6479  
Valley Girl BBS 24 hours  
(312) 747-4247

#### Indiana

Alien II Evening only  
(219) 769-9025

#### New York

Action BBS  
(716) 235-3394

#### Texas

Atari the Great 24 hours  
(512) 578-8033

ture on your Atari, you can send your picture file to a friend using a modem and the correct software.

Use AMODEM, a terminal program published in *Antic* in July, 1984 (Every-

body Needs AMODEM, page 21) to transmit picture files. You must be transmitting to a person who is also using AMODEM. Your friend must also have the same graphics program, you used to create your picture; without the same program, your friend will not be able to read the file you transmit. With the matching graphics software, your friend can read the file immediately.

Data sent over the phone lines can be garbled, improperly received or lost for various reasons. If the picture file your friend receives isn't identical, byte for byte, to the file you sent, the new file may not load. AMODEM has the ability to transmit files without losing or adding any extra bytes. This feature, called XMODEM protocol, requires that both the sending and receiving computers be running a terminal with XMODEM. The person transmitting should use the Upload feature, and the receiving person should use Receive.

### NEW DIRECTIONS

Public Access Bulletin Board Systems are known as great sources of public domain software, of news and mail from fellow computer users, and of several varieties of games.

There are a few BBS's, however, which differ from the run-of-the-mill system, offering callers access to information not widely available on low-cost or no-cost telecommunication systems.

*continued on next page*

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## communications

One such system is the Modem Magazine, operated by Bob and Cassie Stahl. (It's a bus driver's holiday for Cassie, the professional sysop of Atari's users group BBS.) This was the first system to be listed in the San Jose, California, phone book, challenging the phone company to start a new category.

Modem Magazine currently offers about 264K worth of text on a variety of subjects not normally found on a BBS, including agriculture and the original Jethro Tull, space, robotics, lasers, the environment, rhinoceros extinction, and computing in the Soviet Union.

Sysop Bob Stahl said he also hopes to move his 24-hour BBS in a more political direction, encouraging debate on the impending presidential election.

Stahl, who is looking for an older audience, said interest in his system is picking up. Modem Magazine gets between 50 and 100 calls each week, with a decline in the summer. The text files are slowly being discovered by callers, and a few people are systematically reading their way through the entire three disks of material.

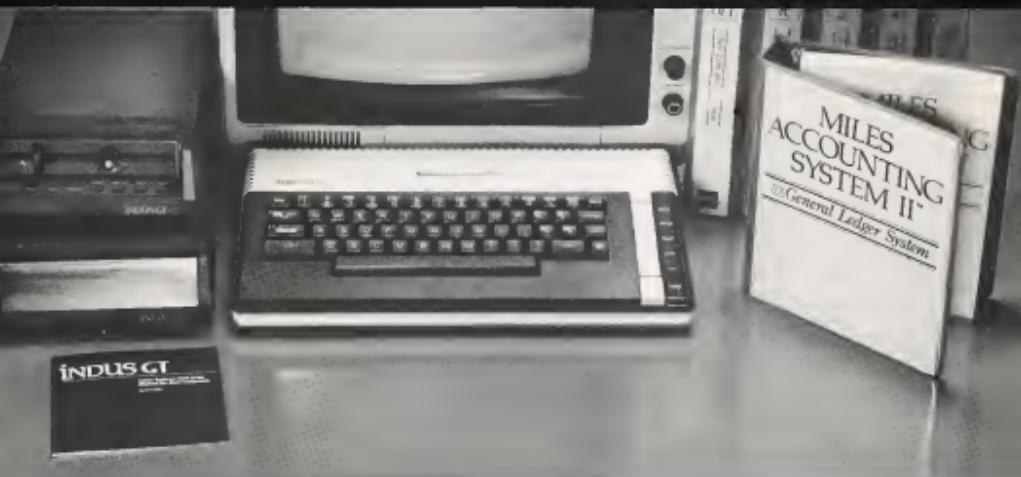
In a more conventional vein, the Stahls will be bringing Avalon Hill board games to their system, with one person appointed judge and the multiple users normally found in such games.

The Stahl's system uses an Atari 800, an Atari 400 with 48K and eight Atari 810 disk drives. With an ATR 8000, the system may soon have CPM capability. Modem Magazine uses two printers, the Atari 822 and 825, and a Hayes Smartmodem at 300 and 1200 baud.

The system, previously free to the public, now requires a \$12 per year fee. There is still limited public access, but the fee allows total access to the system. The fee is used to cover equipment costs. (408) 289-8217.



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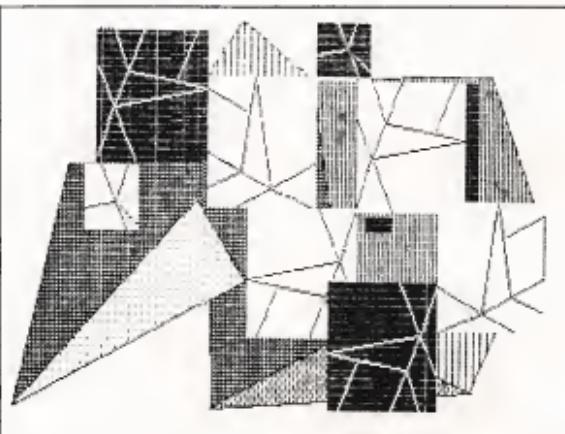
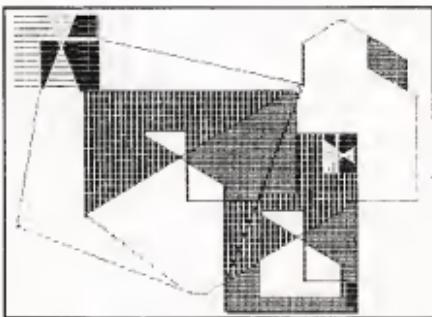
# ATARI ART

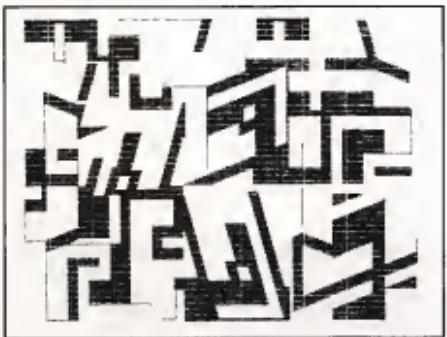
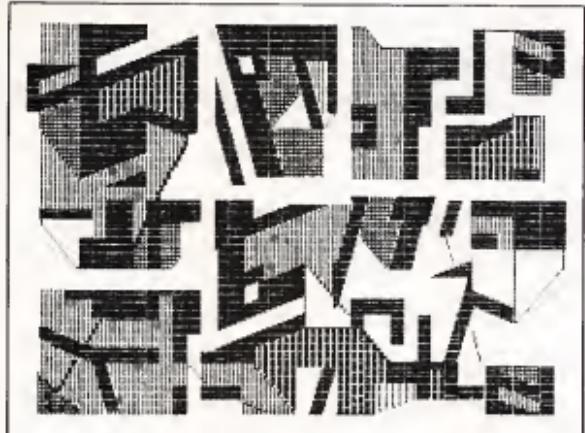
## Modern art on a dot matrix printer

by JOSEPHA HAVEMAN

**C**omputer art is usually identified with video screen displays. But dot matrix printers and color plotters can be effectively used by artists to produce computer generated pictures on paper. Unfortunately, only a few graphics software packages offer a built-in screen dump utility which would allow the artist to send the image currently on the screen directly to a printer. But if your favorite graphics program does not include this very important option, you can usually save the finished image to disk—from which the pictures can then be loaded into another program for dumping to a printer.

Because each graphics software package offers different drawing and painting features, many computer artists have several graphics programs around to provide a variety of features. Most high resolution Atari graphics programs allow only 4 colors on the screen at one time. Some programs offer the use of texture patterns, which provides an additional variety of picture options.





## TEXTURE IN HARD COPY

For hard copy printouts the texture patterns provide greater variety on paper than different screen colors do. An interesting problem here, is to compose pictures with the computer, viewed and edited on the CRT, while trying to predict how the printer will interpret each color, line and texture element. To accurately predict the effect takes considerable practice.

The best way to get to know these variations, is to create a test print for each software package and printer. Colors may print out with the same or similar textures in a black & white picture, making adjacent areas indistinguishable from one another. Suitable textures, rather than colors, must be programmed in such areas.

To get the most out of your Atari and your graphics printer, work with several compatible programs, using each for their best, or unique, features.

With the right programming and careful study and testing, excellent prints can be produced on dot matrix printers. True to its origin, this art bears the mechanical look of the medium in which it is produced. However, with the proper control of the printer's capabilities, a high quality can be maintained in the work. And these stylistic features become merely representative of the techniques of our era, not too different from those of medieval woodcuts 500 years ago.

Creative tools change with the times, as do the superficial appearances of artworks. The essence of art, however, remains pretty much the same.

*Berkeley computer artist and photographer Josephine Haveman is an associate professor at California College of Arts and Crafts. She holds an Atari Fellowship Grant and this April exhibited computer prints at the Cory Gallery in San Francisco.*

*The pictures shown here were created on an Atari 800 and printed with a Gemini 15X. The artist uses the following compatible software at various stages of drawing and dumping an image: Micro Illustrator on KoalaPad, Micro-Painter and Graphic Master. *



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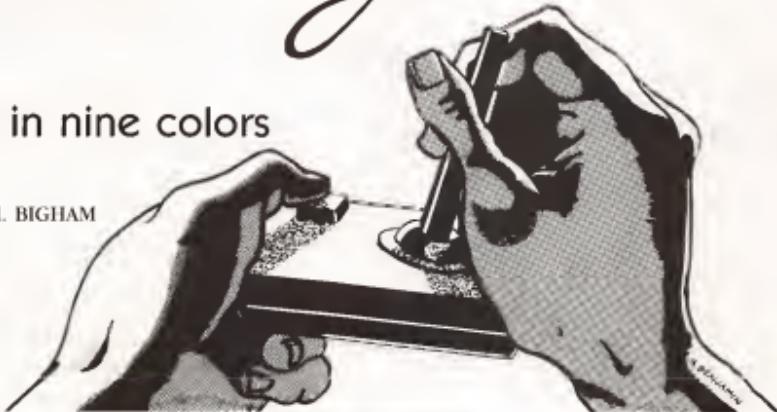
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# Drawing Fun

## Sketch in nine colors

by ELRHEA M. BIGHAM



This Graphics 10 drawing program requires that your computer have the GTIA chip, which is likely if you purchased it after Jan. 1982. If you're in doubt, type in and RUN the following:

```
10 GRAPHICS 10
20 GOTO 20
```

If the screen turns black, you have the GTIA chip. If the screen stays blue, you must have one installed by a service representative to use this program.

Type in the program and SAVE a couple of copies for backup. Check it with TYPO; make any necessary corrections, plug in a joystick, and RUN it.

When the program starts, a screen of instructions appears. You can return to this screen at any time by pressing [CLEAR], but this also erases your picture. Press any key to start drawing. You can change the current drawing color by pressing the joystick button. Activate other commands with the following keys:

[I] — moves the cursor without drawing. Press the joystick fire button to start drawing again.

### SYNOPSIS

*Drawing Fun* is a joystick drawing program that uses Graphics 10, a nine-color medium-resolution GTIA mode. The program requires BASIC and a joystick, and can use disk or cassette for storage. It runs on all Atari computers manufactured after Jan. 1982. The fill feature works somewhat differently with XL computers (sometimes fills left and right instead of right only). If this proves to be a problem, use Translator: Antic Disk Subscribers. Run "D:DRAWFUN.BAS."

[CLEAR] — erases the screen and returns to the menu of instructions.

[E] makes cursor an eraser. Press the fire button to return to drawing mode.

[TAB] — creates a special effect by rotating all eight colors through the Atari's color registers, something like a circular bucket brigade. Press [TAB] again to stop the effect and return all colors to their original state.

[C] — when you press this, the com-

puter will automatically continue all moves you initiate with the joystick—drawing is continuous. Press [C] again to stop the automatic drawing.

[F] — fills to the right. This function fills one line at a time to the right of the cursor. This works only over the background color (black). Press [F] again to turn the fill off.

[S] — save a drawing. First you're prompted for a file name. If you're using a disk, type in the full name, including "DL.". The program appends the extender ".PIC.". If you just press [RETURN], the program displays the current disk directory. Cassette users, type C., then press [RETURN].

[L] — load a saved drawing. This works similarly to Save, above. You needn't type in the .PIC extender when loading a file.

NOTE When you enter the Save or Load section, the current picture is erased. You must reload it to continue working on it. If you activate one of these, but decide not to use it, type in at least two characters, beginning with a number. You'll be returned to the screen of instructions.

*continued on next page*

```

10 REM DRAWING FUN
20 REM BY ELRHEA M. BIGHAM
30 REM ANTIC MAGAZINE
40 DIM CS$(4),CIDS$(7),FILE$(20),BS$(17),
C1$(38),S$(35):CS$="hWY,A=B+C/A=B+D"
50 AAAAAA:#=H:U=1:U16=16
58 POKE 16,112:POKE 53774,112:IF DA THEN
  RETURN :REM DISABLE BREAK KEY
60 GRAPHICS 17:DA=1:H=6:POKE 710,134:P
68 708,198:POKE 709,88:Q0=764:Q0=255
:RESTORE 370:FOR I=1 TO 35:S(I)=U:T=U
70 NEXT I:?"#H;"DRAWING INSTRUCTIONS":?
72 #H;"Click to DRAW with ":"? #H;"but
100 changes COLOR":CLOSE #1
80 ? #H;"Isb key MOVES color ":"? #H;"C
Isb key to CLEAR ":"? #H:#H;"I"INVISI
BLE cursor ":"? #H:#H;"C"ERASE mode"
90 ? #H:#H;"C"CONTINUE move ":"? #H:#H
;"I"line FILL to RIGHT ":"? #H;"I"to L
DAD ":"? #H:#H;"S" to SAVE"
100 FOR I=U1 TO H:READ A:S(A)=U1:NEXT
I:#H:#H:#H:#H;"PRESS ANY KEY":DO
EN U1,4,U:"K":GET #U1,I
110 FOR I=U1 TO H:READ A:S(A)=I:NEXT
I:CLOSE #U1:AL=0:SG=U1
120 GRAPHICS 10:RESTORE 390:FOR I=705
TO 712:READ A:POKE I,A:NEXT I:X=30:Y=1
00:C=U1:Z=U:COLOR C:I=0:F=U:U=U
130 POKE QQ,QQ1:60SUB 58:IF T THEN RET
URN
140 POKE 77,U=8:PEEK(632):SG=PEEK(644)
:IF AL AND S=15 THEN S=AL:SG=8
150 IF AL AND S<15 THEN AL=0:SG=8
160 Q=S(S):H=S(S+20):X=X+Q*((X<79 AND
Q=0)1) OR (>X AND Q=U1)):Y=Y+H*((Y<18
4 AND H=U1) OR (Y>U AND H=U1))
170 IF E THEN LOCATE X,Y,C:COLOR U1:PL
OT X,Y
180 IF SG=U THEN C=U1+C*(C<9):E=U:COLO
R C:IF I=U1 THEN I=U:C=8
190 IF I=U1 THEN PLOT X,Y:COLOR U1:PL
OT X,Y:GOTO 220
200 IF F THEN TRAP 200:POSITION X,Y:PO
KE 765,C:X10 10,46,12,0,"S:"
210 PLOT X,Y:COLOR U:PLDT X,Y:IF Z THE
N Y1=USB(A0B(C1$))
220 COLOR C:PLDT X,Y:A=PEEK(QQ):IF A=Q
01 THEN 140
230 POKE QQ,QQ1:IF A=44 AND Z=U THEN Z
=U1:A=QQ1
240 IF A=44 AND Z THEN Z=U:RESTORE 390
:FOR I=705 TO 712:READ J:POKE I,J:NEXT
I
250 IF A=13 THEN E=U1:F=U:I=U
260 IF A=8 THEN CS$="load":GOTO 418
270 IF A=62 THEN CS$="save":GOTO 418
280 IF A=56 AND F=U1 THEN F=U:A=QQ1
290 IF A=56 AND F=U THEN F=U1:E=U:I=U
300 IF A=42 THEN I=U1:E=U:F=U:B=C:C=U
310 IF A=54 OR A=118 THEN 68
320 IF A=18 AND AL THEN A=QQ1:AL=U:R=U

```

```

330 IF A=16 THEN AL=S:B=SG
340 PLOT X,Y:COLOR U:PLOT X,Y:IF Z THE
N Y1=USR(ADR(C1$))
350 COLOR C:PLOT X,Y:GOTO 148
360 REM JOYSTICK MOVE DATA
370 DATA 5,6,7,25,29,33,9,18,11,26,38,
34
380 REM GRAPHIC 10 COLOR DATA
390 DATA 6,36,78,182,132,166,226,42
400 REM LOADING OR SAVING A DRAWING
410 FILE$="":GOSUB 578:GRAPHICS 2:?:#6
;"FILE NAME is ";CS;?":INPUT FILE$"
415 IF LEN(FILE$)<3 AND FILE$(1,1)="C"
THEN 580
417 IF LEN(FILE$)>U1 THEN 470
420 GRAPHICS 2:POKE 710,130:?:#6;"FILE
 DIRECTORY":TRAP 460:OPEN #U1,6,U,"D:\
.PIC":FOR I=U1 TO 9:INPUT #U1,B$:
430 IF ASC(B$)<>32 THEN FOR I=U1 TO LE
N(B$):?:#6:CHR$(ASC(B$(I,I))+128):NEXT
I:GOTO 460
440 IF ASC(B$)=32 THEN B$=B$(2)
450 TRAP 460:?:#6:B$=NEXT I
460 CLOSE #U1:?"File to ";CS;:INPUT F
ILES:IF LEN(FILE$)<2 THEN 420
470 IF FILE$(1,2)<>"0": THEN B$=FILE$:
FILE$=0:#FILE$(3)=B$:
480 A=LEN(FILE$):TRAP 490:IF FILE$(A-3)
??"PIC" THEN 500
490 FILE$(A-1)="."PIC"
500 TRAP 60:CLOSE #2:IF CS??"save": THEN
I=8:CMD=11:POKE 559,0:GOSUB 520:POKE
559,34:GOTO 120
510 CMD=7:T=1:GOSUB 120:I=4:GOSUB 520:
GOTO 148
520 OPEN #2,I,128,FILE$:
530 J=STADR:GOSUB 560:POKE 668,B:POKE
669,A:J=BYTES:GOSUB 560:POKE 872,B:POK
E 873,A
540 POKE 666,CMD:ERROR=USR(ADR(C1$),3
2)
550 ERROR=PEEK(867):CLOSE #2:RETURN
560 A=INT(J/256):B=INT(J-A*256):RETURN

570 POKE 764,255:CID$="hahahLV":BYTES=
740:STADR=PEEK(80)+256*PEEK(89):RETUR

```

## TYPO TABLE

```
Variable checksan = 621365
Line num range Code Length
10 - 70 OK 532
80 - 140 PP 563
150 - 250 HN 532
260 - 370 LP 399
380 - 460 DI 533
470 - 560 QY 538
570 - 570 00 84
```

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# ANTIC'S MODE 3

## A special character mode

by KARL WIEGERS

**W**ith the implementation of the new Operating System in the XL series of Atari computers, all of Atari's graphics and text modes but one are readily available to the user from BASIC. This is ANTIC Mode 3, a text mode that's similar to Graphics 0, but that allows special modifications to the character set.

A few of the concepts and terms used in this article may be unfamiliar to you. The *display list* is a set of instructions used by the ANTIC chip, the special graphics processor that constructs the screen display. See "Display Lists Simplified" (Antic, February/March 1983) for a detailed explanation of display lists and how they work.

A *scan line* is a single horizontal line traced by the electron beam on your television screen. Every 30th of a second, 525 scan lines are produced, forming a single screen image.

A *mode line* in Atari terminology is a group of scan lines (from 1 to 16, depending on the graphics mode) used as a unit by the display list. For instance, in Graphics 0, eight scan lines make up one mode line. See the Graphics Chart ("Unlocking the 56 Graphics Modes") in this issue for the number of scan lines required by different text and graphics modes.

*Character graphics* refers to the method normally used by the Atari

### SYNOPSIS

*Here's how to modify Atari's text mode to display video lowercase letters with real descenders (g, j, p, q, and y), and subscripts. The programs run on all Atari computers. Please note: the ANTIC referred to in this article is Atari's LSI chip, not your favorite magazine. Newer readers now know where our name came from. Antic Disk Subscribers: Run "D:HIDDEN.BAS".*

Operating System to display alphanumeric characters on the screen. Read "Character Graphics" (Antic, February 1984) for further information.

Each character is composed of dots (pixels) in an 8-by-8 matrix. The dot pattern for each character is stored in eight consecutive bytes in ROM. The 128 characters that are the Atari character set occupy (128×8) 1024 bytes.

Here's a short program that will print out the Internal Character set (the ATASCII set).

The order in which the set is printed is the same order in which the computer's Read Only Memory stores the set.

```
10 PRINT "NUMBER","CHARACTER"
20 FOR I=0 TO 63:PRINT
   I,CHR$(I+32):NEXT I
30 FOR I=64 TO 90:PRINT
```

```
   I,CHR$(I-64):NEXT I
35 FOR I=91 TO 95:PRINT
   I,CHR$(27);CHR$(I-64):NEXT I
40 FOR I=96 TO 124:PRINT
   I,CHR$(I):NEXT I
50 FOR I=125 TO 127:PRINT
   I,CHR$(27);CHR$(I):NEXT I
```

In ANTIC 3, each mode line is ten scan lines high. Each character is still represented by eight bytes, and two scan lines normally appear as blanks below the character. Second, the last 32 characters in the set (lower case letters plus six special important characters) are displayed differently from the rest. The first two bytes of these 32 characters are displayed at the *bottom* of the character, and the two blank lines appear at the top. This allows us to redefine some of these characters to have lower-case descenders (the "tails" of letters, g, j, p, q, y extend two dots below the bottom of other letters).

### STEP BY STEP

First, modify the display list. Each mode line of ANTIC 3 has ten scan lines. Our ANTIC 3 screen will have 20 lines of text on the screen. The program in Listing 1 sets up the ANTIC 3 display list.

When you RUN Listing 1, the screen will flash and a rectangular cursor will appear. The Operating System is set up for ANTIC 2, so it tries to display 24 lines. Since we've set up our new display

list to show 30 lines, the bottom four lines of the display are invisible. Press [RESET] to return to the normal display before rerunning the program.

Type some letters. Capital letters, numbers and graphic symbols look fine. Now type some lowercase letters. All the tall lowercase letters (b, d, f, h, i, j, k, l, t) are cut off; the tops of the letters are displayed as dots at the bottom of the letters. Here's why:

Figure 1A shows the dot pattern for a normal uppercase 'Y' in ANTIC Mode 2. Figure 1B shows the 'Y' in ANTIC 3. The two extra scan lines appear as blank lines below the character. Figure 2A shows the pattern for a lowercase 't', and 2B shows its ANTIC 3 representation. Note that dots in the top two rows of the normal character have been moved to the bottom of the character in ANTIC 3. This happens with all characters with ATASCII codes between 96 and 127.

We can't use the standard character set in ANTIC 3 because of this. One possible solution is to redraw each character one line lower within its 8-by-10 matrix. The entire set must be copied into RAM first.

Figure 3 illustrates the necessary steps. Shift the eight bytes in the character down by one, and move the last byte to the top of the character. When ANTIC 3 displays the character, it displays the first two bytes last, so the vertically shifted characters will look fine. Listing 2 contains a machine-language subroutine that transfers the character set to RAM and performs the modification quickly. Merge Listing 2 with Listing 1 to combine the ANTIC 3 display list with the shifted characters.

Here's how to merge the two listings:

1. LOAD or type in Listing 1 and LIST it to disk or cassette.
2. Verify with TYPO.
3. LOAD or type in Listing 2.
4. Use the ENTER command to load (and merge) Listing 1.
5. Use SAVE to store the combined program.
6. If you don't see 'READY' after running the combined program, press [RESET] and RUN again.

We're now ready to redefine some characters to give the lowercase descenders mentioned earlier. We can

repair the comma and the semicolon at the same time.

Make a less squashed-looking 'y' by changing it to the dot pattern in figures 4A and 4B. This illustrates lowercase descenders; ANTIC 3 gives such characters a more pleasing appearance than does the usual text mode.

Listing 3 gives descenders to all the appropriate characters, and repairs the comma and semicolon. Merge this with the program from Listings 1 and 2. You now have a complete, working text display for ANTIC Mode 3.

## A USEFUL APPLICATION

If we wish to write chemical or mathematical formulae, we need to use symbols as subscripts. Let's use ANTIC 3's special display features to create some subscript number characters.

The ATASCII character set has six rarely used characters whose codes are: 96 ([CTRL][.]); 123 ([CTRL][.]); 124 ([SHIFT][.]); 125; 126; and 127. In this example, we'll replace character 96 with the dot pattern for a subscript '2', 123 with subscript '3', and 124 with subscript '4' (Figures 5A and 5B). Type in Listing 4 and merge with your evolving program. Press [RESET], and RUN the program. Now, whenever you press [CTRL][.], you should get a subscript '2', and so on. Try writing the chemical formula for potassium phosphate with these keystrokes:

[K] [CTRL][.][P] [O] [SHIFT][.=]  
See if you can type other formulae, like silver carbonate,  $Ag_2CO_3$ ; sodium acetate,  $NaC_2H_3O_2$ ; aluminum sulfate,  $Al_2(SO_4)_3$ . This may be the first chemistry you've seen coming out of your Atari computer, but it's just one application of ANTIC Mode 3. (If you come up with any other interesting uses for this mode, send them to Antic. If they're good, we'll publish them.)

As always, this is just a start. ANTIC 3 can be used for superscripts, footnotes, and vowel markings for foreign languages. Special character sets can be printed out using screen dump programs.

*Karl E. Wiegers, Ph.D., is a research chemist for Eastman Kodak and an Atari hobbyist. He writes for a number of computer publications.*

*continued on next page*

figure 1A

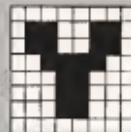


figure 1B

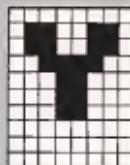


figure 2A

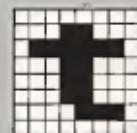


figure 2B

figure 4A



figure 4B



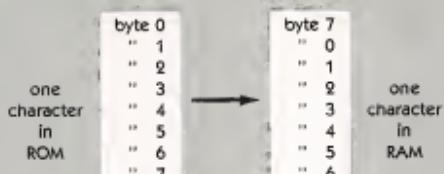


figure 3



figure 5A



figure 5B

Listing 1

```

30 GRAPHICS 9
40 REM Turn off TV display
50 POKE 559,0
60 REM Find start of display list
70 DL=PEEK(560)+256*PEEK(561)
80 REM Modify display list to ANTIC mode
90 POKE DL+3,67
100 FOR I=6 TO 24:POKE DL+I,3:NEXT I
110 POKE DL+25,65
120 POKE DL+26,PEEK(DL+30)
130 POKE DL+27,PEEK(DL+31)
140 REM Turn on TV display
150 POKE 559,34
  
```

Listing 3

```

240 FOR J=1 TO 7:READ OFFSET:OFFSET=0
FSET#0
250 FOR I=0 TO 7:READ A:POKE RAMSTART+I+OFFSET,A:NEXT I:NEXT J
260 REM comma,semicolon,g,j,p,q,y
280 DATA 12,0,0,0,0,24,24,48
290 DATA 27,0,0,24,24,0,24,24,48
300 DATA 103,102,60,0,62,102,102,62,6
310 DATA 106,6,60,6,0,31,6,6,6
320 DATA 112,96,240,0,124,102,102,124,96
330 DATA 113,6,15,0,62,102,102,62,6
340 DATA 121,24,40,0,102,102,102,62,12
  
```

Listing 2

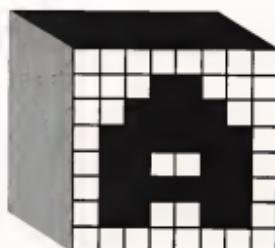
```

10 REM Reserve 4 pages of RAM for character set
20 MEM=PEEK(106)-4:POKE 106, MEM-1:RAMS
TABT=256*MEM
140 REM Lead ML routine
150 FOR I=1 TO 35:READ A:POKE 1535+I,A
:NEXT I
160 DATA 104,160,255,162,7,177,203,72,
136,177,203,200,145,205
170 DATA 136,202,208,246,184,145,205,1
36,192
180 DATA 255,200,233,198,206,198,204,1
90,207,208,223,96
190 REM Initialize work variables for character set transfer to RAM
200 POKE 203,0:POKE 204,227
210 POKE 205,0:POKE 206, MEM+3:POKE 207
,4
220 REM Call ML routine to move character set
230 A=USR(1536)
300 REM Turn on new character set
390 POKE 756, MEM
  
```

Listing 4

```

240 FOR J=1 TO 18:READ OFFSET:OFFSET=0
FFSET#0
270 REM CTRL-,_,CTRL-;,SHIFT-=
350 DATA 96,48,126,0,0,60,102,12,24
360 DATA 123,102,60,0,0,126,12,24,12
370 DATA 124,126,12,0,0,12,28,60,108
  
```





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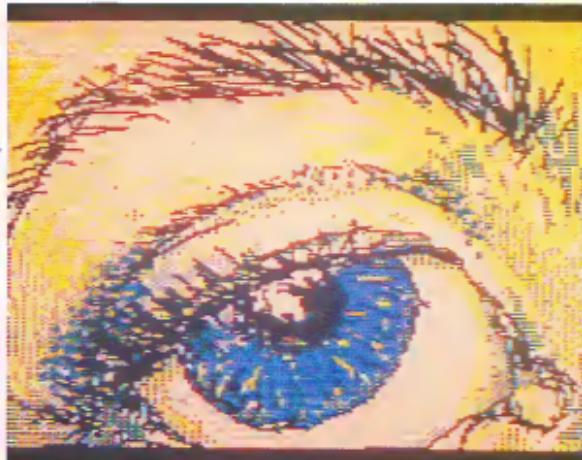
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(Atari Artist)



### ATARI TOUCH TABLET

The Atari Touch Tablet, (\$89.95 — all prices in this survey are suggested retail) measures 9 3/8 inches wide by 7 3/4 inches high by about 1 inch thick, the size of an average hardcover book. The drawing surface is 6 1/2 inches wide by 5 inches high — about the same height-width ratio as the standard Atari graphics screen. A cable permanently attached to the back connects the touch tablet to joystick Port One, and there is a jack in the rear for plugging in the accompanying stylus. The Atari tablet's stylus is the only one that has a button built in, which is a real convenience. There are also two buttons on the tablet, located on either side of the drawing surface. All three buttons select options from the drawing program. The tablet comes with the Atari Artist drawing program on a cartridge. Atari Artist is the same program as Micro Illustrator, which is discussed below.



### KOALAPAD TOUCH TABLET

The KoalaPad (Koala Technologies, \$125), which was designed to be used by a number of different computers, is similar to the Atari tablet. It's noticeably smaller though, measuring 6 3/8 inches wide, 8 inches high, and the thickness tapers from 1 3/4 inches at the rear down to 1/4 inches square. The tablet can be held comfortably by an adult in one hand, leaving the other available for drawing. A cable at the rear connects to the joystick port. There's no place to connect or store the stylus, though, so

it could easily get lost. The KoalaPad comes with the Micro Illustrator drawing program on diskette. Also available from Koala are several software packages for the tablet, including Spider Eater, a musical educational game, and Coloring Series 1, an electronic "coloring book" of geometric patterns.

### POWER PAD

The PowerPad is covered fully in a separate review adjoining this survey. No software accompanies the PowerPad, but several programs, including Micro Illustrator, are available for use with it.

### COMPARE AND CONTRAST

All three touch tablets use a version of Micro Illustrator, an excellent drawing program. Functional differences among the tablets when using Micro Illustrator are minimal. You can draw with your finger, but most people prefer using the stylus. If you only intend to use Micro Illustrator with your tablet, the choice narrows down to deciding which size tablet is most comfortable for you (and possibly your children).

If you want to do more with a touch tablet, however, other criteria come into play. Touch tablets can, for example, be used as controllers, similar to joysticks and paddles. The PowerPad is particularly well-suited for use as an alternative to the keyboard for children because it can sense multiple contacts on its surface. The other two can sense only one contact at a time. Thus, if you touch one point on the KoalaPad or the Atari tablet, then while holding the first, touch another, the second contact won't register. The PowerPad can sense simultaneous contacts, and can, for example, be used as a piano keyboard. Indeed,

PowerPad's manufacturer, Chalk Board, markets such a package, called Micro Maestro.

Also available for the PowerPad is the Programming Kit for BASIC. If you want to write a program that uses PowerPad as a controller, this package should tell you all you need to know. The KoalaPad documentation contains minimal information on programming for the touch tablet, but you can buy a book called the *KoalaPad Touch Tablet Programmer's Guide* for further information. The Atari Touch Tablet documentation describes only how to use the tablet in conjunction with the accompanying graphics program.

The drawing surfaces differ slightly from pad to pad. The KoalaPad's surface is a small square of finely-textured hard black plastic. It's smooth enough to draw quickly on, yet provides enough friction for slower detail work, and appears to be quite durable.

The Atari Touch Tablet's drawing surface is a sheet of thin, shiny black plastic, covered by a removable sheet of transparent plastic. Atari recommends that you leave the plastic overlay in to avoid damaging the actual surface. The overlay can also be used to hold down drawings for tracing. The pad is just a bit too large and heavy to hold comfortably; it should be placed on your lap, a desktop or tabletop.

The PowerPad is much larger than the other two. You can't hold it in your hands, an smaller children may have a hard time holding it in their laps. The drawing surface is a permanently attached thin sheet of plastic. However, all software for the PowerPad comes with special overlays that customize the tablet for each application.



# POWER PAD

Chalk Board Inc.  
3772 Pleasantdale Rd.  
Atlanta, GA 30340  
(404) 496-0101  
\$99.95 — hardware

*Reviewed by David Plotkin*

The PowerPad is Chalkboard's new graphics tablet. With its combination of features, reasonable price, friendly support, and wide range of software, it would be an excellent addition to your hardware.

The first thing you notice about the PowerPad is that it's big; it measures 17 inches by 14 inches, with a drawing surface 12 inches square. It is easier to draw on than the smaller surfaces of other tablets.

The PowerPad uses 14,400 tiny digital switches to read where pressure is applied to the pad. There are  $10 \times 10$  per inch. Unlike the surfaces of other pads, the PowerPad has no problem resolving simultaneous multiple inputs. This ability allows the PowerPad to be used as much more than just a graphics tablet; it becomes a flexible input device.

If you've done a little arithmetic, you may be wondering about the PowerPad's resolution. Ten switches per inch by 12 inches equals 120 points, or pixels — not even as high resolutions as Graphics 7! However, it's possible to design a program using the Atari's highest-resolution screen, by "software stretching" of the resolution.

The version of Micro Illustrator (\$49.45) for the PowerPad has a special feature called "Scale" that uses "software stretching" to let you draw pixel by pixel, even though the tablet's resolution isn't as high as Micro Illustrator's.

Hardware isn't of much use without software, but the PowerPad doesn't come with any. However, Chalkboard offers several programs in cartridges requiring 32K of RAM.

Leo's Electric Paintbrush (\$29.95) is a drawing program for children. They can paint in medium resolution, and use special commands like MOVE and FILL.

The program is easy to use, but is limited to a few of the Atari's colors, and lacks advanced features. You can save and load pictures with a disk drive.

Micro Maestro (\$29.95) is a piano keyboard overlay program for the PowerPad. This is *fun*. The overlay also shows a musical staff, and you can play notes by pressing on either the staff or the piano keys. When you play a note, its letter name, key location, and staff position are shown on the screen, giving the program strong educational value. You can play four-note chords, and record and play back your songs. Sounds pretty good!

The Programmers Kit (\$24.95) provides extensive technical information about the PowerPad. The manual tells you how to read PowerPad's switches, with demonstrations, utility routines in BASIC and machine language, and a technical discussion of the pad's operation. This lets you design your own programs, or adapt existing programs for use with the tablet.

A fifth program, Logic Games (\$39.95), involves matching symbols and numbers. Also available is BearJam (\$39.95), an educational game that's supposed to help prepare children for reading. (we will review these in future issues).

Chalkboard has a toll-free number for answering customers' questions, and when I called, they were friendly and helpful. The company has plans to release more software for the tablet, possibly including powerful graphics utilities. I highly recommend the PowerPad to all budding computer artists of any age, and especially to families with children. It's easy and fun for kids to use — and too big to ever lose!

## MICRO ILLUSTRATOR

There is a version of Micro Illustrator for all three tablets, (there is no single manufacturer or price for the various versions of Micro Illustrator).

This graphics program lets you draw in Graphics 7 1/2, the Atari's highest-resolution four-color mode, the same mode used by Micro-Painter (Datasoft). Micro Illustrator uses an icon menu, in which all the program's different functions are depicted graphically. The program's different modes include Draw (doodle), Point (control single pixels), and Line, (draw straight lines). You can also draw boxes and circles (outlined or filled), and create a sunburst effect with the "rays" function. You can draw with "mirroring," magnify your drawing for fine detail work, fill areas with colors and patterns, and save and load images from disk. You can change color, size and shape of your "brush," and you can create a magical "rolling rainbow" effect. When combined with a touch tablet's ease of use, Micro Illustrator makes creative graphic expression with a computer as natural as taking a bath.

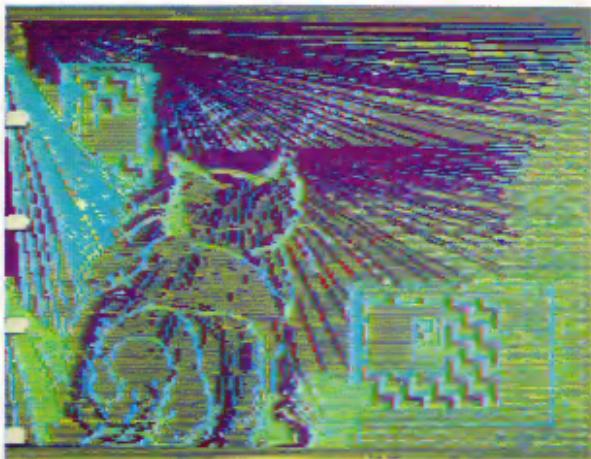
Micro Illustrator uses a compressed format for file storage that's incompatible with other drawing programs. *But you can also use the "standard" Micro-Painter format.* If, when the picture is displayed, you press [INSERT] on your computer keyboard, Micro Illustrator saves the picture as a file named "PICTURE." If you have a disk in drive 1 containing a standard-format file named "PICTURE," and you press [CLEAR], Micro Illustrator will load and display that file.

## TOUCH TABLET LOADER

New from Atari Customer Service as a FREE listing booklet is John Clark's very useful utility program, Touch Tablet Loader. This lets you insert into your own programs any picture made with the touch tablets and software previously mentioned, as well as compatible products. You can also learn how to write programs that enable you to use your touch tablet as a controller.

For your Free Demopac, simply write to Atari Customer Service. Address is at the end of this survey.

# LIGHT PENS



RAINCAT by Patricia Foster  
Atari Light Pen with AtariGraphics



A light pen is a type of pointing device for computers. Despite its name, the light pen does not produce light, but contains a light-sensitive cell at its tip to detect the presence or absence of light. A light pen also can convey its position on a screen to the computer.

In graphics applications, light pens are used to draw directly on the monitor screen. There is no abstraction between the drawing process and the production of the drawing; it's more

# STEVE GIBSON: CREATOR OF ATARIGRAPHICS

## Story behind the powerful new light pen software

by NAT FRIEDLAND, Antic Editor

Steve Gibson, the president and main resource of Gibson Laboratories in Irvine, California said he'd been up till 6 a.m. working on his next light pen software package. Possibly he felt he needed to burn the sunrise oil to come up with something as good as his brand-new AtariGraphics cartridge software — which now comes bundled with the Atari Light Pen.

Gibson's AtariGraphics is described in detail in the survey of computer-art tools featured in this issue. The bottom line is that this light pen software is a computer graphics classic on the level of Micro Illustrator or Micro-Painter. For ease of use and variety of elaborate color patterns built-in, AtariGraphics ranks at the very top. It also has valuable unique features, such as enabling you to "fill over" existing patterns inside shapes you've already set up in your picture. Even the Macintosh won't do this.

Known as the light pen programmer par excellence, Steve Gibson first became an industry star with his Apple Computer light pen software.

### A JOY TO WORK WITH

"The Atari computer was a joy to work with, compared to the Apple," said Gibson. "The Apple is full of what I call 'Wozni-isms'. That's all the crazy and weird things Steve Wozniak did in order to squeeze color into his early machines. The even bits and odd bits stand for different colors, every seventh bit is keyed to a color family. Working with this stuff is a horrible nightmare."

He discovered other not-widely-known advantages in doing professional programming with the Atari. "The good news is that Atari has absolutely phenomenal documentation on hand. You can get virtually a 100 percent accurate

map of memory locations or ANTIC chip display list functions in the manufacturer's hardware manuals. It pinpoints what you need to do to make precise color changes at precise scan lines.

"It's also not too shabby to have Atari's palette of 128 colors to select from," he added.

Gibson used the Atari's hardware capabilities to suggest some of the new features he could incorporate into his emerging software design.

"I get excited by the graphics potential of microcomputers," he said. "But eventually I realized that what really turns me on is coming up with unique and powerful user interfaces — ways to make it easier than ever for people to get more out of their computers."

One of the AtariGraphics interfaces he's most pleased with is the sliding menu "index cards." He said, "The illusion of the familiar is a powerful trick for getting people into easily operating the software."

### NO KEYBOARD COMMANDS

"What I set out to do in AtariGraphics was a light pen tour de force," said Gibson. "I wanted to make a graphics program with absolutely NO keyboard commands.

As a result, the Atari keyboard is always in text mode. What this means is you can enter text anywhere on the screen, simply by pointing to a position with your light pen and starting to type.

Possibly the most unique interface in AtariGraphics is the light-pen "eraser emulation" Gibson created. "I've never seen anything else like it," he said. "Since I wanted to avoid any keyboard commands, I was very pleased when I realized that the Atari would allow programming of a 'cancel' interpretation just by shaking the light pen from side

to side over the screen area you want to erase."

As befits a light pen specialist, Gibson has faint praise for the highly popular touch tablets. "Touch tablets can't be beaten for accurate tracing of illustrations," he said. "But I still think light pens are unbeatable as a direct graphics interface device, as well as for making icon menu selections effortlessly."

### THE VIDEO EASEL

Gibson seems to have a very strong vision of future artists sitting on stools in front of easels, making light pen strokes on video monitors positioned where their blank canvases used to be.

The programming of AtariGraphics took him only three months of entering code — following a month of nothing but planning and research. He is now committed, through a contract with Koala, to program light pens for one or perhaps two other popular computers. "After Atari, I'm finding myself a little burnt out with new graphics projects," he said. "I mean, how many lines of rubber banding code can you write?"

Gibson was raised just north of Silicon Valley in San Mateo. He dropped out of the University of California at Berkeley after 18 months and started working for high tech start-up companies.

He financed the start of Gibson Laboratories by doing several years of consulting for medical electronics companies in Southern California. He designed and programmed 3-D medical graphics displays that were widely used in cardiology.

What the future holds for Steve Gibson (as soon as he finishes his light pen commitments) is an exploration of creating more active user interfaces for computer telecommunications. "I don't see why your home computer has to function like a dumb terminal when you're on line with a bulletin board or a telecommunications information service," he said. "I think that at the very least, you should be able to store your menus in advance and flash them up on-screen to work right along with the remote computer, instead of waiting for all the time-consuming scrolling through every option."

#### LIGHT PENS

continued from page 41

flexible than drawing on a physical surface. However, because most monitor screens are vertical, drawing requires an unnatural position. Also, prolonged proximity to a color TV screen, which may be a common circumstance with light pens used in the home, may cause discomfort or health problems.

#### ATARI LIGHT PEN WITH ATARIGRAPHICS

Most light pens are physically similar to one another. The Atari Light Pen (\$99.95) is a good example. Made of smooth black plastic, it's about the size and shape of a ballpoint pen. It contains an on/off switch activated by pushing the pen's tip against a flat surface.

What's special about this pen is the software. Steve Gibson's AtariGraphics cartridge software is a stunning realization of the Atari computer's graphic capabilities. The program's four pop-up icon menus let you choose drawing mode (box, circle, line, and parallelogram), color, mirroring (vertically, horizontally, and four-way), and pattern fill, among others. You can choose from 2,880 patterns and you can fill any pattern over with another pattern, something most other graphics programs won't let you do. You can also do unique "smear" effects and erase directly on the screen.

AtariGraphics is easily the most impressive drawing program we've seen at Antic in recent memory. (See the interview with Steve Gibson in this issue.) AtariGraphics works in as little as 16K RAM and can use cassette or disk for storage. AtariGraphics files are incompatible with other drawing programs.

#### EDUMATE LIGHT PEN

The Edumate Light Pen (Futurehouse, \$34.95), is the simplest light pen covered here, because it lacks a built-in switch. You activate this pen by pressing the [START] key on the computer console. Made of red plastic, the light pen resembles a Bic ballpoint attached to a coiled cord. The Edumate pen's main advantage is price: at \$34.95 list, it's the least expensive hardware/software package in this survey. The pen comes with a disk containing six programs. Peripheral Vision (\$39.95 or

\$59.95 with light pen) is Futurehouse's new graphics program for their Edumate light pen. The program was still under development when this survey was completed, so we were only able to review a preliminary version.

Unlike any other graphics utility in the survey, Peripheral Vision uses a GTIA mode, Graphics II. This gives you 16 colors of the same brightness in a screen whose resolution is 80 pixels horizontally by about 168 vertically. A strip at the screen's bottom displays an icon menu, and your selection of colors is arrayed across the top of the screen.

The icon menu's Fill feature resembles a water tap flowing into a bucket, and Zoom looks like a microscope. You can save and load pictures with a disk drive. And there's a feature to let you print out your creations directly, which wasn't ready for testing yet. You can doodle, or draw single lines, consecutive lines, triangles, circles, and rectangles. Use the keyboard to place text anywhere in the picture.

Other functions let you move or copy parts of a picture to another part, fill enclosed areas with solid colors or a limited palette of textures, and draw with mirroring. The documentation describes how to use pictures made with Peripheral Vision in your own programs.

The trade-off with this program is that you can use more colors than with most others, but the resolution is lower. Actually, the vertical resolution is high, but with only 80 pixels across the screen's width, this mode's pixels have an odd shape — wide and flat. Nevertheless, you can draw in this mode creatively.

Futurehouse also makes a line of educational software that includes titles such as Alphabet Construction Set (learn to draw letters of the alphabet), Computer Crayons (an electronic coloring book), and Little Red Riding Hood, a computerized story book for young children.

#### TECH-SKETCH LIGHT PEN

The Tech-Sketch pen is available in two versions: the \$39.95 version includes some BASIC programs on disk, and the \$69.95 version comes with Micro Illustrator. The pen is composed of plastic and metal, and appears sturdier than

other pens. There's a small white button to activate the pen located in the shaft's side near the tip. The pen is easier to use than the Edumate, but not as easy as the Atari Light Pen.

#### MC PEN

McPen (Madison Computer, \$49) is the newest light pen for Ataris, and is the largest pen in this survey. The pen itself is made of sturdy beige plastic and has a rather wide barrel. It plugs into a control panel with a coiled cord. The control panel, which measures 5 inches square by 1 1/2 inches high, has a dial for sensitivity and a red LED, and a receptacle for the pen. Installation instructions for the pen and panel are included on a label attached to the bottom of the panel — a considerate feature.

McPen doesn't have a built-in switch. Accompanying software uses the space bar to turn the pen on and off. Included with the pen is a disk containing four BASIC programs: Tic Tac Toe; QB graphics, a limited drawing program; a menu program; and Ballon, a Player/Missle graphics demonstration. Madison Computer also offers additional software for the pen — titles so far are "McPen Learning Series" and "Coloring Book," with more to come. Antic didn't have the opportunity to review these packages yet.

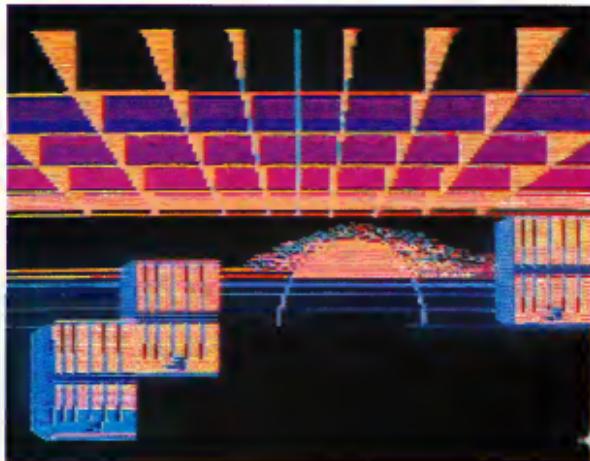
We did, however, try McPen with programs for other light pens, including Tech-Sketch's version of Micro Illustrator and the AtariGraphics cartridge. Unfortunately, the pen didn't work very well with either program. This is the only instance of a light pen being incompatible with software from other companies.

#### SUMMARY

Although the light pens covered in this survey are more similar than different, the accompanying software varies significantly. If you choose to buy a light pen, be guided by the level of sophistication you require in a drawing program. Try to get a demonstration of the pen and program. Also, keep in mind that software manufactured for use with a certain light pen works equally well with most other light pens, with the exception of McPen.

continued on next page

# GRAPHIC JOYSTICK SOFTWARE



FINAL 7 by Linda Tapscott  
Fun With Art

## B

efore the introduction of the KoalaPad, most graphics software for the Atari used the joystick for drawing. Many of these programs are still available. Drawing with a joystick is somewhat awkward, but you can achieve impressive results with practice. We'll cover the major joystick graphics programs in approximate order of the date of release.

## MICROPAINTER

This is the granddaddy of graphics programs for the Atari. When Antic had a cover art contest for readers in 1983, 90% of the entries were with this program. Micro-Painter (Datasoft, \$34.95) lets you doodle, draw lines, and fill areas with limited patterns in Atari's high-resolution four-color mode, Graphics 7 1/2. Micro-Painter's storage format for picture files has come to represent a standard for Atari graphics files. Almost all printer dump programs for Atari, including Micro Illustrator, will work with this file storage format.

## GRAPHICS MASTER

Graphics Master (Datasoft, \$34.95) is described by its makers as a tool for creating, manipulating, and editing images for graphic layouts and designs. You can use the joystick to draw, or you can have the program draw shapes for you, including lines, circles, and polygons of three to nine sides.

You can create a window that picks up images, manipulates them (you can "rotate" an image in the window 90 degrees) and relocates them on the screen. The contents of the window can be laid over or under an existing image, for special effects. You can flip between two drawing screens, transfer images between the two, add text, and zoom in for fine detail work.

Graphics Master uses Graphics 8, the Atari's one-color high-resolution mode. But you can add color by "artifacting," an effect that's explained well in the documentation. There is also a program that lets you use images from other programs with Graphics Master, and vice-versa. Although they use different graphics modes, you can transfer images between Graphics Master and Micro-Painter. Graphics Master is the only tool in this survey that *includes a printer dump* for its images.

## PAINT

Originally from Reston Publishing and now marketing by Atari, Paint (\$39.95) is a remarkably versatile drawing program. There's a simplified version that's well suited for young children, but SuperPaint is the program's showpiece. A row of "pots" along the bottom of the screen lets you paint with any of four

colors and six patterns. You can change the colors and the patterns, and you have hundreds from which to choose. All commands are explained with a help feature. You can also "zoom" in for magnified detail work. Paint uses Graphics 7, a medium-resolution four-color mode. One of Paint's nice features is the accompanying 147-page book, of which approximately two-thirds is an interesting discussion of computers, art, and computer graphics. Paint is available only on disk, and files from Paint are not compatible with other programs. (See review of Paint in *Antic*, January 1984.)

## PM ANIMATOR

Player/Missile graphics is a special feature of the Atari that lets you move several objects about the screen display without disturbing the background. PM Animator (Itronix, \$44.95) lets you create animation sequences for use in your own BASIC programs. The documentation is extensive enough so that someone with no knowledge of P/M graphics programming can use the software with little difficulty. Player/Missile graphics are technically not related to the graphics discussed in the rest of this survey, so it's no surprise that files from this program can't be used by other programs. (See review of PM Animator in *Antic*, July, 1983.)

## MOVIE MAKER

Movie Maker (Reston, \$60) is a computerized animation studio. You can create "movies" up to 300 frames and then add music and sound. It's similar to PM Animator in that you're drawing objects, combining them in sequences and moving the animated objects about the screen. However, Movie Maker is entirely self-contained, you can't use the animations in your own program. Also, Movie Maker doesn't use P/M graphics; all images are drawn in Graphics 7. (See review of Movie Maker in *Antic*, April 1984).

## FUN WITH ART

Fun With Art is a joystick drawing program with many bells and whistles. It uses 7 1/2, as does Micro-Painter, but that's where the similarity ends. First, you can easily change any or all colors

at every other scan line (a scan line is a thin horizontal line on your video screen). Because two scan lines are drawn every 1/60th of a second and go together to form the screen image, it is a simple matter to use all 128 of Atari's colors in one picture.

Also, you can load two pictures and transfer parts between them. You can move parts of one picture around. Fun With Art is a cartridge requiring 32K RAM; it can store pictures on disk or cassette. Files from Fun With Art are not compatible with other programs. However, the documentation does describe how to use the pictures in your own programs. (See review in *Antic*, February, 1984).

## SCREEN MAKER

This is a tool for programmers who wish to create impressive graphics for games or other applications, but who have yet to delve into the mysteries of the display list, a mini-program used by the ANTIC chip in the Atari to display information on screen. Atari has several different graphics modes, most of which cannot be displayed simultaneously, or mixed on the screen. This can be a problem if you want to display text and graphics together. Screen Maker (Atari Learning Systems, \$34.95) lets you custom design a screen, combining as many as 15 different graphics modes, and then writes a subroutine that creates the screen. You can then use this subroutine in your own program. (See review in *Antic*, March 1984).

## PLAYER MAKER

Described as a companion utility to Screen Maker, Player Maker (Atari Learning Systems, \$34.95) lets you design images to be used with Player/Missile graphics. You use a joystick to "sculpt" a player, pixel by pixel. You can create up to four players, and combine pairs for more detailed three-color players. Once you've drawn the players, the software writes a subroutine for use in your own program. There is no provision for animation of players.

continued on next page

## GRAPHICS MAGICIAN

Graphics Magician (Penguin, \$39.95), recently converted for the Atari, has been popular on Apple computers for some time. It's an ideal tool for those who need to store a lot of graphic information in a minimum of disk space. Possible applications include graphics adventures and educational programs that use visual material. The program lets you use the joystick to draw four colors in Graphics 7 1/2. You can doodle, draw lines, and fill areas with one of a wide selection of textures. You can also change the size and shape of your "brush," change the basic colors at will, and add text. On-line help is available if you get confused.

It's common in graphics adventures to have "objects" that appear and disappear from the screen while background remains intact, possibly as a result of being picked up or dropped by the adventurer. Graphics Magician lets you draw these "objects" and store them as separate files. Extensive instructions for using Graphics Magician files in your own programs are included. *Antic* will review this excellent product in the near future.

## VISUALIZER

Maximus's new "graphics management system" is called Visualizer (\$49.95).

Subtitled "electronic slide creator/projector," the program's functions are divided into two parts: creating "slides" and showing them. For the game-oriented, there's also a jigsaw game that scrambles your picture, then lets you use the joystick to move the pieces to their proper positions. A printout feature lets you produce a permanent copy of your pictures with Epson and C. Itoh-type printers.

To create slides, you use a joystick to draw in Graphics 7, Atari's medium-resolution four-color mode. You can doodle with brushes of different sizes or automatically create circles, ovals, rectangles, and straight lines. Fill enclosed areas with solids or patterns (made by combining two colors), and add text. The program comes with three fancy "fonts," or character sets, to spiff up text in the picture, and you can mix style options for a total of 24 different styles in each font. You can design your own font too. You can save and load slides with a disk drive, and a special feature lets you combine two slides by "merging" them for experimentation and special effects.

There are some fairly simple animation effects. One-color, two-color, and three-color switching involve changing the contents of the three color registers used for drawing shapes and lines. There are three different ways to add the

by-now-familiar Atari moving rainbow effect to your pictures.

The slide show part of the program is almost as powerful as the drawing part. You can select an assortment of slides and arrange them into any order. There's an auto timer routine to advance the slides automatically. If you have an Atari 410 or 1010 program recorder, you can add a synchronized narrative soundtrack! (You will also need a stereo cassette recorder or deck and a data cable for connecting the recorder to the computer.) The program comes with a sample narrated slide show that describes Visualizer.

The documentation is more complete than that for most such programs. There are suggestions for creating better slides, and a list of interesting projects for parents and children. There are detailed instructions for setting up a system to record synchronized narrative tapes. Programmers will learn how to use the pictures in their own program. If you don't mind the medium resolution of Graphics 7, you'll find this to be a powerful and versatile package.



GREEN VASE by Marni Tapscott  
Paint.

# AND MORE

## ATARI 1020 COLOR PRINTER

The Atari 1020 Color Printer (\$299) is actually a plotter. It uses four pens to draw on a 4½-inch wide strip of paper. Plotters have been around for some time, but this is the first plotter that works directly with Atari computers.

A color plotter is an enormously versatile graphics tool. You can make four-color screen dumps (graphics printouts) of pictures drawn with most graphics programs. You can also write programs to control the plotter directly. A couple of samples are included with the 1020 documentation.

Text can be printed in four colors, in four directions (forward and backward, vertically and horizontally), and in different sizes. You can even print text in 80 columns—the characters are tiny, but well-formed and quite legible.

The 1020 documentation provides adequate information for programming the plotter. Commands are presented in BASIC syntax, but it's easy to convert these to other languages. Among the graphics functions are commands to return the pen to HOME position, change pen color, draw from coordinates 0,0 to any X-Y position, initialize (call the current pen position 0,0), and relative draw (a combination of the last two). There's also move and relative move, for changing the pen's position without drawing. And you can command the plotter to set up X and/or Y axes for graphing.

## SCREEN PRINT SOFTWARE

Screen Print Software is the new program from Atari that does color screen dumps to the Atari 1020 plotter. You can

get full-color printouts of your creations from AtariGraphics, AtariArtist, Micro Illustrator, Micro-Painter, Paint, or any other program that uses Graphics 7, 7½, or 8. Atari started packing Screen Print Software with all 1020 Plotters shipped as of July, 1984. If you've bought a plotter that didn't include this software, you can obtain it for a minimal fee (not determined at this writing) by writing to Atari Customer Support, which is listed at the end of this survey.

## SUMMING UP

As you can see, graphics tools for Atari computers are many and varied. How to choose? Well, we hope that the information in this survey will help you get started. If you'd like to see how a program works, but can't get an in-store demonstration, consider visiting (or joining, or starting) a local users group. You'll probably find someone who owns the product you're interested in. And don't forget — *Antic* is always looking for dynamite images for our Microscreens section, and we pay cash!

### ATARI, INC. and ATARI LEARNING SYSTEMS

(Screen Maker, Player Maker, Paint, AtariGraphics, Atari Light Pen, Atari Touch Tablet, 1020 Color Plotter)  
Atari Customer Service  
1312 Crossman Ave.  
P.O. Box 61657  
Sunnyvale, CA 94086  
(408) 745-2000

### CHALK BOARD, INC.

(Power Pad)  
3772 Pleasantdale Rd.  
Atlanta, GA 30389  
(404) 496-0101  
(800) 241-3989 (from outside GA)

### DATA SOFT, INC.

(Micro Painter)  
9421 Winnetka Ave.  
Chatsworth, CA 91311  
(818) 701-5161

### Epyx

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1825 Monroe St.  
Madison, WI 53711  
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### PENGUIN SOFTWARE

(Graphics Magician)  
830 4th Ave.  
P.O. Box 311  
Geneva, IL 60134  
(312) 232-1984

### RESTON PUBLISHING GROUP

(Moviemaker)  
11480 Sunset Hills Rd.  
Reston, VA 22090  
(800) 336-0338

### TECH SKETCH INC.

(Tech Sketch Light Pen)  
26 Just Rd.  
Fairfield, NJ 07006  
(800) 596-5214  
(201) 227-7724 (in NJ)

### TRONIX

(PM Animator)  
8995 South La Cienega Blvd.  
Inglewood, CA 90301  
(213) 915-0529

## SYNOPSIS

*This program lets you change all four colors on every scan line in pictures drawn with most graphics programs that use Mode E, Atari's high-resolution four-color mode. It works on all Atari computers, but requires a disk drive. Antic Disk Subscribers: Remove BASIC. From DOS, Type L [RETURN] then type PAINTER.EXE.*



You've been painting with tools like your KoalaPad or Micro-Painter for some time now, and you've pushed the programs to the limit. You're tired of having only four colors available! What can you do?

Fortunately, here's Philip Price's Color Picture Painter, a program allowing you to systematically replace all four colors in each scan line of your pictures—with any of the 128 colors available on the Atari. (Scan lines are the horizontal lines traced by the electron beam of your picture tube. Each scan line represents a fraction of a picture you have created on your Atari.)

Price's Painter loads an uncompressed Mode E file, (called Mode 7 1/2 on older 400s and 800s or Graphics Mode 15 on the XL computers), and then allows you to choose from 16 colors and eight degrees of brightness for each of the four colors used in the original drawing. You use the joystick to color one scan line at a time, or to color entire vertical bands at once.

When you are finished the painter stores the original picture and the four color "pots" that you've created. The five files are separate, and are combined only when you run the painter program.

Price's painter works with files created by Micro-Painter, and Micro Illustrator, (available with the KoalaPad, Atari's Touch Tablet, Tech Sketch's Lightpen and Chalkboard's PowerPad). Incidentally, if you are using the Touch Tablet, you will need to save your initial file in the uncompressed 62 sector mode by hitting the [INSERT] key while the picture is on your monitor. The file will be named "PICTURE," and you will need to go into DOS and rename the file

"FILENAME.PIC".

It's easy to get started coloring...

### STEP 1: STARTING

Painter is a machine language program that's produced by the BASIC program accompanying this article. Type in the listing, and SAVE an extra backup copy. Next, RUN this program. The screen will go dark for several minutes so the computer can read the data faster. If you made a typing error, the program will stop and display the number of a line you need to retype correctly—so TYPO isn't needed. When the screen turns blue again, press [RETURN] to write the machine language program named PAINTER.EXE to disk.

Remove your BASIC cartridge (XL owners press [OPTION] while booting DOS) before using Painter. Load PAINTER.EXE from DOS with menu option L. If you wish to have the program load automatically upon booting, use DOS menu option E to rename the file to AUTORUN.SYS, and make sure DOS.SYS exists on the disk.

When painter starts, you will be asked which file to load. The file disk must be in drive 1, and the filename extender must be .PIC. Don't use backspace or cursor controls, since the program will only accept a maximum of eight keystrokes before going to the graphics screen. Use DOS to rename files if necessary. Type in the name of the file you had previously created with, say, Micro-Painter. After the picture loads you'll see it on screen with the default colors, the colors used in your original drawing. If you didn't use all four colors when making your original, some pots will be black, but they can be colored with Painter.

### STEP 2: COLORING

Plug a joystick into Port 1. Press the fire button while pushing forward or backward on the stick to position the arrows on either side of the screen. Release the button and move the joystick from side to side to select the color, move forward and backward to change a color's intensity. Note that you're in point mode (see the line at the top of the screen); this means that you will color one line at a time.

If you have trouble seeing the thin horizontal line's color, look at the top of the screen to see the color changes is a wider area. If you want to color larger areas, press [ESC], then [SELECT] to switch to brush mode, and push the stick forward and backward to paint large areas with the currently selected color. Press [ESC], then [SELECT] again to return to point mode.

### STEP 3: BACKGROUND AND FOREGROUND

You have a palette of four pots, based on the four colors of your original file. The palette is the field of colors in a given pot, without the structured picture. To change the pot whose colors you're modifying, press [SELECT]. To switch back and forth between the picture and the palette, press [OPTION].

You can review the colors you're using without seeing the picture by switching to the palette, then using [SELECT] to move through the four pots.

### STEP 4: SAVING

Press the [START] key to save the pots, but not the picture file. According to Phillip Price, the program occasionally locks up when you press [START], necessitating rebooting. The program saves four files representing the four pots. Checking your disk directory, you'll see them called FILENAME.P0, P1, P2, and P3, with FILENAME

replaced by the filename you originally typed in. If you have the original file and the four pots on the same disk, and don't change any filenames, the next time you load the picture into Painter, the four pots will also be loaded.

If you wish to work on a different picture, you must reload the entire program and start again from the beginning.

*Philip Price taught himself programming while serving at sea with the US Navy. He took his discharge in Hawaii and worked near Hilo as a computer technician. Now he's teamed with Gary Gilbertson and their major new graphics adventure game, *The Alternate Reality Series* is due for release by Marsten Systems this fall.*

*continued on page 51*



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```

18 REM PRICE'S PAINTER
20 REM BY PHILIP PRICE
30 REM ANTIC MAGAZINE
40 DIM HS$(2),ARRAYS(96),HOLDS$(3500),HE
X$(23),FILES$(20):HE$="#@ABCDEFGHI####"
##J#KLMNO":CASS#=0:Q=
60 TRAP 500
70 ? "PLEASE WAIT....":FOR B=1 TO 500
:NEXT B:POKE 555,8
130 RESTORE 2000:FOR LINE=2000 TO 2530
STEP 10:GOSUB 140:NEXT LINE:GOTO 190
140 READ ARRAYS,L$UM:FOR HNUM=1 TO LEN
(ARRAYS) STEP 2:HS$=ARRAY$(HNUM,HNUM+1)
150 B=0:FOR I=1 TO 2:B=B+ASC(HE$(A
SC(H$(I))-47))-64:NEXT I
155 SUM=SUM+ASC(H$(1,1))+ASC(H$(2,2))
:):HOLDS(0,0)=CHR$(0):Q=0+1:NEXT HNUM
160 CL=PEEK(183)+PEEK(184)*256:IF CL<>
LINE THEN POKE 559,34:?"LINE ";LINE;""
IS MISSING.":END
170 IF L$UM<>SUM THEN 500
180 RETURN
190 POKE 559,34:?"PRESS <RETURN> TO
SAVE THE FILE.":INPUT HS
200 CLOSE #1:OPEN #1,B,B,"D:PAINTER.EX
E":I$C8=B48:POKE I$C8+2,11
210 ADDRESS=ADR(HOLDS):ADHI=INT(ADDRESS
$/256):ADL=ADDRESS-ADHI+256
220 BYTES=LEN(HOLDS):NUMHI=INT(BYTES/2
56):NUMLO=BYTES-NUMHI+256
230 POKE I$C8+4,ADL:POKE I$C8+5,ADHI:
POKE I$C8+B,NUMLO:POKE I$C8+9,NUMHI
240 X=USR(ADR("hh$C1V0"),16)
250 CLOSE #1:?"ALL DONE.":END
500 TRAP 48000:POKE 559,34:?"$BAD
DATA AT LINE #":LINE:END
2600 DATA FFFF$05509560$0070C2F056084E
0020655668564E00830C856C6574108561011112
13141516171819212232425,4823
2810 DATA 2629F844A4A4A4AABDCE5668298F
AABCDCE5668298F740810000023F2280041818
00802C696E6568004101000000,9719
2020 DATA 396F696E74000003696374757265
306F96E742272757368696374757265616C65
74746548BD0AD4A08168001,14648
2030 DATA A0A90F80170D80000100A94E8D
000024957B001926840488A48A2BF800AD480C4
60000AD400160000084618017,19796
2040 DATA 00804462801800008468001AD0C8
00E2A92E800002A95780010286A684044313A
2020282028202820282028202820282028202820
2050 DATA 2044313A20202020202020202020202020
20202844313A2020202020202020202020202020
44313A2020202020202020202020202020202020
2060 DATA 20202020244313A2020202757C25628
202020202020202020202020202020202020202020
6F20506866963697020507269,33933
2070 DATA 636527732840756C746920436F6C
F672294472617765722020202020202020202020
38342050686699C6970205072,36752
2080 DATA 6963659098417616996C61626C65
2060726F602414E549342066165617617A696E
652E989898950652661736520,43722
2090 DATA 456E7465722074685652950696374
757265286E6160652E9844313A20202020202020
20202E50849431E1E1E1E1E1E1E1E1E1E1E1E1E1E
A968B5F1A25EA90E909A5659065C65C1A92485F2
A98C9D428032856E4A200A983,53667
2110 DATA 904283A90C98403A980804803A980804803A9
A058453AA9A8904439A95890458032856E4A200
A9889042803A902C358BE5990,59798
2120 DATA 44803A9579045803A980804803A980804803A9
9049832856E4A998008368A219A9808042803A9
94904A03A9890048834CF358,63772
2130 DATA 483AA971904483A95890458032856
E4A218A907904283A982090483A9692094583A9
0190483A9890049832856E4,60753
2140 DATA A200A980804202A982094483A980804803A9
904583A981904803A9808049832856E4A0368
AD826809055790855790557,73759
2150 DATA 90B55790C557C998F080EE0368E8
E0899A3218A98C9842032856E4A03680A92E
90955790855790A55790B557,76985
2160 DATA 90C557A959090659790865790A657
90885790C657A949909757A943909857A99890
995790859790A95790855790557,84148
2170 DATA C957A929080757A93190A757A932
908757A93390C757A92909088F598BA5A5790A8
5790885790C857A92909088F598BA5A5790A8
2180 DATA 42032056E4A218A980904202A980904202A98
904A93A980904883A992904483A9579045832
56E4A218A987904202A98090,94331
2190 DATA 44803A929084530483A980904883A98080
9049832056E4A218A980904202A980904483A9
308045803A989004883A98F90,99386
2200 DATA 49832856E4A218A980904202A98
90483A958904583498490483A98090498328
56E4A218A987904202A98090,94252
2210 DATA A28FA074590084680A0755890C468
AD7058906461AD7758904462CEA8FF0E3A218
A983904283A984904A93A988,199412
2220 DATA 904803A982904904483A9579045832
56E4A218A987904202A980904483A9809049832
A9C9804803A9889049832856,114386
2230 DATA E4A218A98C90420232856E4A2885A
B65518A983904283A984904A93A988904883A9
A2984403A9579045832856E4,119429
2240 DATA A218A987904202A98C94804483A98
904583A9C9040803A9889049832856E4A218A9
0C984202856E4A218A983901,134420
2250 DATA 4203A984904A03A988904883A98
904483A9579045832856E4A218A987904202A9
4084403A9619045832856E4A218A9889049832
2260 DATA 4803A9889049032856E4A218A98
9042832856E4A218A983904202A984904A03A9
08084803A9C2904483A95790,134420
2270 DATA 45832856E4A218A987904202A98
904483A962904583480C904083A98890498322
56E4A218A98C90420232856E4,139369
2280 DATA A98200E0480D2F020208004A9088
0802A956803102A926D0802A957680102A9C
8080ED4A03E820F20A936759,144471
2290 DATA B25C80100A958602704A908800

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# new products

## GRAPHICS MAGICIAN PICTURE PAINTER

(graphics program)

Penguin Software  
830 4th Ave  
PO Box 311  
Geva, IL 60134  
(312) 232-1984  
diskette — 48K — \$39.95

Hundreds of pictures can be stored on a disk and, literally, thousands of colors are available when using the Graphics Magician Picture Painter. Full use of the 128 colors on the Atari, including blending of them, enables you to get those many shades. Text may also be added to pictures, and the various brushes allow the user to add detail and shading to creations. And, when you want to recall art from your own programs, this package lets you do that too.

## THE COLOR SHARPENER CABLE

(peripheral)

Bytes and Pieces  
550 N 68th St  
Wauwatosa, WI 53213  
(414) 785-1100  
\$24.95

add \$2.00 for shipping and handling

The Color Sharpener is said to drastically increase the color intensity on color monitors. Using a 5-pin din plug which attaches to the monitor, it augments the intensity of the luminous part of the signal, thereby offering a substantially sharper picture. Satisfaction is guaranteed, or your money will be refunded. Dealer inquiries are invited.

## ROME AND THE BARBARIANS

(game)

KRENTek software  
PO Box 3372  
Kansas City, MO 66103  
cassette and diskette — 32K — \$35.00

The year is 400 A.D., and half a dozen tribes of barbarians are simultaneously invading the Roman Empire. As the supreme military commander, you initiate defense strategies which, when combined with the chaotic activities of the barbarians, insure that no two games are alike. Played on a scrolling map of Western Europe, your final challenge is—who else?—Attila and his Huns.

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## 50 MISSION CRUSH

(game)

Strategic Simulations, Inc.  
883 Syster Rd., Bldg A-200  
Mountain View, CA 94043  
(415) 964-1353  
diskette — 40K — \$39.95

As the commander of a B-17, you must deftly maneuver your way through fifty life-threatening raids over France and Germany. It is your responsibility to hand-pick your crew, determine your plane's bombload ratio, and select the cruising altitude. After each mission, you will be evaluated and awarded points by the computer, on the basis of various criteria. Survive all fifty missions and make it to Brigadier General, and SSI will honor you with a Certificate of Achievement.

## PHYSICS EXAMPLES I

(educational program)

Conduit  
The University of Iowa  
Oakdale Campus  
Iowa City, IA 52242  
(319) 353-5789  
diskette — 48K — \$60.00  
additional user's notes — \$3.00  
additional copy of software — \$10.00

For secondary and college levels, this package of four programs covers topics in introductory mechanics and is suitable for individual student use or classroom demonstration. Each program simulates an experiment and allows students to vary parameters to see how they affect the results. The 37 pages of User's Notes included in the package introduce the concepts simulated in each program and provide students with a series of exercises. This program is made only for the Atari 800.

## COMPUTER TITLEBOUT

(game)

Microcomputer Games, Inc.  
4517 Harford Rd.  
Baltimore, MD 21214  
(301) 254-9200  
diskette — 48K — \$30.00



If you're a professional boxing fan who wants to test the "Raging Bull" within, Computer Titlebout will give you the opportunity to slug it out with the best. This game contains in-depth statistics on over 300 famous fighters, past and present, and allows you to either recreate their own well-known bouts or dream up some matches that should have happened, but never did.

## SKYWRITER

(educational program)

Atari, Inc.  
1265 Borregas Ave  
PO Box 427  
Sunnyvale, CA 94086  
(408) 745-2000  
cartridge — 16K — \$39.95

Young people, ages 6-14, can improve their word-comprehension skills and increase their vocabulary by playing Skywriter, just one of the games in the new Atari Learning Software line. As word-filled clouds drift through the sky, a player must ensnare them with a plane and connect them to form compound words. A colorful city-scape screen, charming music, and plenty of challenges inspire learning, and, if level eight is mastered, the player receives a special award of merit.

# new products

## 600XL MEMORY EXPANSION MODULES

RC Systems, Inc.  
121 W. Winsup Rd.  
Bothell, WA 98012  
(206) 771-6883  
32K model, AM2 — \$79.00  
48K model, AM1 — \$99.00

These memory modules plug directly into the back of the Atari 600XL computer, increasing the computer's total read/write memory capacity to 32K or a full 48K. Automatically recognized by BASIC and machine language programs, they will not conflict with program cartridges.

## ATARI AUTOMATIC STATION SWITCHER

(peripheral)  
Micro Systems Support  
Suite 101, Lincoln Savings Bldg.  
16325 SW Boones Ferry Rd.  
Lake Oswego, OR 97034  
(503) 635-5659  
\$214.00 — includes package of four  
standard-length cables

Fully automatic, the Atari Automatic Station Switcher can speedily network four computer systems to one set of peripherals. By connecting four stations to a disk drive and printer, the user gains the economy of sharing expensive peripherals without wasting time on awkward manual switching. The space-saving system is obviously perfect for small offices or classroom situations.

## NUBASIC

(programming utility)  
Galaxy Software  
16835 Algonquin St., Suite 199  
Huntington Beach, CA 92649  
(213) 836-7000  
diskette — 16K — \$19.95

Nubasic, compatible with the 400, 800, 600XL, and 800XL computers, is a 3K binary program which is co-resident with BASIC. It provides many new and useful direct-mode commands, and binary disk files can be loaded from BASIC (a function which is especially useful for loading short machine-language routines into page 6). Advantages are: low cost and memory requirement, no need for a right-cartridge slot, combination of function keys, and detailed documentation.

## SUPER SKETCH

(graphics tablet)  
Personal Peripherals Inc.  
Merrick Park  
930 North Belknap, Suite 120  
Irving, TX 75061  
(214) 790-1440  
\$49.95



The graphics tablet, Super Sketch, allows users to easily create exciting computer graphics in color. By simply moving the stylus control as you would a pencil, Super Sketch will reproduce the movement on the screen. Brilliant colors can be "painted" in with the push of a button. The manufacturer claims that it is easier to use than keyboard controls, does more than joysticks, paddle and mouse controllers, and is less expensive than touch pad products. Its own software cartridge is included in the package.

## FROM SCRATCH

(application program)  
HomeSpan Software  
9 Peter's Path  
E. Seneca, NY 14733  
(516) 689-7163  
cassette — 16K or 48K  
diskette — 48K  
\$24.95

Sometimes it takes longer to find a recipe than to cook it. From Scratch, the recipe-filing system, will organize your favorite dishes, as well as print out shopping lists for the necessary ingredients. Also, recipes can be quickly found for leftovers, and yield conversions can be made easily.

## ASSEMBLY LANGUAGE TUTOR

(educational program)  
MicroLaser Software Inc.  
Box F  
Mendon, NY 14506  
(716) 624-9318  
\$49.95

Assembly Language Tutor, is designed to provide machine language programmers with well-documented, actual-working source code specifically for Atari computers. Learn how to do I/O, graphics, scrolling, display list interrupts, floating point, player/missiles, plot and draw, and much more. The tutorial also possesses a BASIC to Assembler conversion program which will convert most BASIC statements to Assembler source code. Two disks and documentation are included.

## PARALLAX-AT

(printer interface)  
Axon Corporation  
1014 Griswold Ave  
San Fernando, CA 91340  
(213) 365-9521  
\$99.00



Parallax-AT is a compact expansion interface that connects any parallel-input printer to any Atari computer and operates just like the Atari 850 Interface, but without the serial ports. This interface is compatible with all Atari software designed to run with a standard parallel-input printer. Also, the open socket on the Parallax-AT can be used for "daisy-chaining" other Atari peripherals such as cartridges and disk drives. Cables and connectors are provided.

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Requires Music Composer cartridge  
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7. YELLOW SUBMARINE, and many more

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1. DISASSEMBLER from ANTIC Vol. 1, No. 1  
2. BASIC EDITOR from ANTIC Vol. 1, No. 2  
3. GFA TEXT WINDOW from ANTIC Vol. 2, No. 1  
4. LABEL - disk label on Epsom  
5. SET UP PRINTER - sets up M809 for VisiCalc

**ANTIC UTILITY DISK #3**  
1. BUBBLE SORT from ANTIC Vol. 1, No. 4  
2. TYPD from ANTIC Vol. 1, No. 3  
3. TTY256 - 4. TTY256  
4. ENHIGEN - 5. COMPARE - listing for differences  
6. MODEM - 7. RT CLOCK and more

**ANTIC UTILITY DISK #4**  
1. DDC - program allows you to accompany programs with separate documentation on disk  
2. MICROASSEMBLER - allows you to create user routines, memory, memory dump  
3. NISM - enables flexible line numbering utility in BASIC  
4. HTESTTEST - runs without BASIC cartridge, to test all memory  
5. PRINTOP - connects parallel printer from jacks 3 & 4

**ANTIC PHOTO GRAPHICS**

\*Not included in cassette version.

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Does not require Music cartridge  
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3. STELLAR - 4. DRAW & THE  
REMASTER - 5. A.S.H.  
CHOPSTIX

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3. PLUTONOID - 4. DRAW  
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# EASY in Art GRAPHIC CONVERTER

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## Mix and match graphics from four popular products

by CHARLES JACKSON  
Antic Staff Writer

**H**ave you ever wished you could use Micro-Painter to create backgrounds and shapes for your Movie Maker files?

Are you looking for a graphics utility program that lets you draw with your lightpen and joystick and KoalaPad and Power Pad?

Have you ever wanted to use Fun With Art drawing functions with your Micro Illustrator pictures? If such possibilities arouse your curiosity and creativity, graphics conversion utilities are for you.

Graphics conversion programs modify your pictures files so they may be used with other drawing programs. Such a program, for example, might accept a Micro Illustrator picture file and use it to make a compatible Fun With Art picture file. This BASIC program converts picture files created by Micro Illustrator (Tech-Sketch, Chalkboard, and Koala), Micro-Painter (Datasoft), Movie Maker (Reston), and Fun With Art (Epyx).

### SYNOPSIS

*This program, which converts picture files between different drawing software products, requires BASIC, a disk drive, and a minimum of 32K RAM. It runs on all Atari computers. Antic disk subscribers RUN "D:CONVERT.BAS".*

### HOW TO USE THE GRAPHICS CONVERTER

Type in Graphics Converter, check it with TYPO, and SAVE an extra copy for backup.

The computer will prompt you for the type and name of your source file (the file you want to convert). Type in the correct number from the menu, [RETURN], then type the filename. Don't type [D][J], just the filename. Next, the computer will ask you the same two questions about your output file (the file you're converting into).

When you've answered all four questions, the computer will spend between three and six minutes creating a converted file and storing it in disk memory. The program will NOT alter or erase your original picture file if you specify a name for the output file that's different from the input file. When the computer is through, it will print the name of the converted file on the screen.

Note that there are two ways to store and retrieve Micro Illustrator picture files: using its built-in STORAGE routines, and pressing the [CLEAR] and [INSERT] keys. When creating a Micro Illustrator picture for the converter, *never use the menu's storage selection!* To save such a picture properly in compatible standard mode, make sure your picture is on the screen, then press the [INSERT] key. Your drawing will be stored in a file called "PICTURE." To retrieve a picture saved this way, remove the menu from the screen and press the [CLEAR] key.

Pictures converted to Micro Illustrator  
continued on next page

should always be given the filename "PICTURE."

## HOW IT WORKS

The program uses a two-step conversion process. First, your original picture file is converted to Micro-Painter format (if it's not already in that form), and stored on the disk as a temporary file called "TEMP." Micro-Painter picture files are 7684 bytes long—7680 bytes outline the picture and four bytes define background and playfield colors. These "color" bytes are always the last four bytes in a Micro-Painter file. They don't exist in a Micro Illustrator file saved by pressing [INSERT], so in this case this program uses the default colors of red, green, blue, and black for the background.

Finally, the program converts the Micro-Painter file into a compatible output file, adds all appropriate file headers, footers and flags, and erases the temporary file.

## MOVIE MAKER APPLICATIONS:

You can easily create colorful backgrounds for your Movie Maker animations with the aid of the converter. It is just as easy to create Movie Maker SHAPE files. Draw your shape with one of the above graphics programs and convert it to a Movie Maker BACKGROUND file. Boot the Movie Maker

disk and use Movie Maker's built-in editing functions to copy your shape from the BACKGROUND screen to the SHAPE screen.

First load the converted file as a Background. Go to Compose, then press [ESC] to see the background. Use [W] to form a window, and [B] and the joystick to enlarge the window to cover about one fifth of the screen. Don't make it bigger, or you won't be able to use the Duplicate function properly. Position the window, then press [D] to duplicate. Then press [ESC] to get back to the Shape screen, then press the joystick button to deposit the image in the same place. Press [ESC] again, press the space bar to clear the window, move the window to an adjacent section of the background, and continue in this fashion until you've moved the entire picture, or as much of it as you want to use on the Shape page. If you don't move the joystick when going from the background to the Shape page, you'll wind up with an exact duplicate of the background on the Shape page.

## EXPANDING THE CONVERTER

Experienced programmers can expand this converter utility to accept many more types of picture files. After deciding what type of file you'd like to add, you must discover how that type of file is put together. Run DOS's COPY func-

tion to print the picture file to the screen, or use a disk utility to examine the composition of the file. Some important questions to keep in mind include: Does the file use a header, such as Fun With Art files? Does it use footers, like Micro-Painter files? How are color registers saved? Is your picture saved in full form, like Micro Illustrator files stored with the [INSERT] key? Is it saved in compacted form, like conventionally saved Micro Illustrator files?

Once you've figured out the file's structure, write a BASIC routine to change your file to Micro-Painter format, and a routine to change it back. Your routines should be similar to the routines you'll see in the converter program. When you're done, ENTER your routines on top of the converter program.

Now, compose three short routines to use the Micro Illustrator, Movie Maker and Fun With Art conversion routines, and add them to the converter. Model the two-line routines after the routine in lines 570-580. Finally, increase NUM by one at line 180 and add the starting line numbers of your new routine to the computed GOSUB at line 440.

The Graphics Converter unlocks the door to a wider spectrum of uses for your graphics software, and is an invaluable brush in any electronic paintbox.

```
10 REM GRAPHICS CONVERTER
20 REM BY CHARLES JACKSON
30 REM ANTIC MAGAZINE
40 FOR N=78 TO 66 STEP -1:POKE 718,N:P
50 POK 712,N:POKE 709,268-N:FOR Y=1 TO 14
:NEXT Y:NEXT N
50 DIM INS$(11),OUT$(11),OUT$1
(13),HOLD$(13),QS$(1),COLREG(4)
60 ? "***** GRAPHICS CONVERTER *****"
? :
70 POK 718,66:POKE 712,66:POKE 709,28
2
80 ? "(1) Micro Illustrator"
90 ? " (Tech-Sketch, Koala, ="
100 ? " Chalkboard)":?
110 ? "(2) Micro Painter"
120 ? " (Datasolt)":?
130 ? "(3) Moviemaker"
140 ? " (Reston)":?
150 ? "(4) Fun with Art"
160 ? " (Epyx)":?
170 REM NUM = Number of types
180 NUM=4:TIM=6
190 ? :? "Type of source file (1-4) ";
:INPUT TYP1:?
200 IF TYP1>NUM THEN 190
210 ? " Filename ";:INPUT INS$?:?
220 INS$="":OUT$=""
230 INS$(1,2)="0":INS$(3,13)=INS
240 ? "Type of desired file (1-4) ";:I
NPUT TYP2:?
250 IF TYP2>NUM THEN 240
260 IF TYP1<>TYP2 THEN 280
270 ? "*****NEELESS CONVERSION*****:FOR
0=1 TO 500:NEXT 0:GOTO 60
280 IF TYP2<>1 THEN 340
290 TIM=3.5
300 POK 709,96:POKE 718,108:POKE 712,
108:?"*****Micro Illustrator files
must be named 'PICTURE'"
310 ? :? "Press 'Y' to name the output
file."::INPUT QS
320 IF QS<>"Y" THEN 60
```

```

330 OUT$="PICTURE":L=7:POKE 710,66:POK
E 712,66:POKE 709,282:GOTO 369
348 ? " Destination filename":? "
(No ext.):;:INPUT OUT$:L=LEN(OUT$)
):?
358 IF TYP2=3 AND L>7 THEN 340
369 OUT1$(1,2)="D":OUT1$(3,L+2)=OUT$
378 IF TYP2<>3 THEN 390
388 OUT1$(L+3,L+6)=".BKG":GOTO 390
398 TYPE=NUM=TYP1+TYP2
408 ? " Please stand by . . ."
418 ? ? "(Approximate conversion"
428 ? " time: ";TIM;" minutes)"
438 REM BRANCH TO CONVERSION ROUTINES
448 ON (TYPE-(NUM+1)) GOSUB 510,560,59
8,720,8,620,1100,860,770,8,890,1040,92
8,1870
450 ? " Still working . . ."
460 IF (TYP1=2) OR (TYP2=2) THEN 1358
470 REM DELETE TEMP. FILE
480 OPEN #3,12,0,"D:TEMP"
490 XID 33,#3,8,0,"D:TEMP":CLOSE #3
500 GOTO 1350
510 REM Micro Illustrator to Micro Painter
520 OPEN #1,4,0,IN1$:OPEN #2,8,0,OUT1$
530 FOR X=1 TO 7680:GET #1,M:PUT #2,M:
NEXT X
540 PUT #2,12:PUT #2,48:PUT #2,282:PUT
#2,150
550 CLOSE #1:CLOSE #2:RETURN
560 REM Micro Illustrator to Movie Maker
570 HOLDS$=OUT1$:OUT1$="D:TEMP":GOSUB 5
10
580 IN1$=OUT1$:OUT1$=HOLDS$:GOTO 620
590 REM Micro Illustrator to Fan With Art
600 HOLDS$=OUT1$:OUT1$="D:TEMP":GOSUB 5
10
610 IN1$=OUT1$:OUT1$=HOLDS$:GOTO 1100
620 REM Micro Painter to Movie Maker
630 OPEN #1,4,0,IN1$:OPEN #2,8,0,OUT1$
640 COUNT=0:POKE 710,66
650 TRAP 710
660 FOR X=1 TO 48:GET #1,M:PUT #2,M:COUNT=COUNT+1
670 IF COUNT=3844 THEN 700
680 NEXT X
690 FOR X=1 TO 48:GET #1,M:NEXT X:GOTO
650
700 FOR X=1 TO 38:PUT #2,8:NEXT X:PUT
#2,186
710 TRAP 40000:CLOSE #1:CLOSE #2:RETUR
N
720 REM Micro Painter to Micro Illustrat
or
730 OPEN #1,4,0,IN1$:OPEN #2,8,0,OUT1$
740 FOR X=1 TO 7680:GET #1,M:PUT #2,M:
NEXT X
750 CLOSE #1:CLOSE #2
760 RETURN
770 REM Movie Maker to Micro Painter
780 OPEN #1,4,0,IN1$:OPEN #2,8,0,OUT1$
790 DIM T(48)
800 K=0
810 FOR X=1 TO 96
820 FOR Y=1 TO 48:GET #1,M:PUT #2,M:T(
Y)=M:NEXT Y
830 FOR Y=1 TO 48:PUT #2,T(Y):NEXT Y:N
EXT X
840 FOR Y=1 TO 4:GET #1,M:PUT #2,M:NEX
T Y
850 TRAP 40000:CLOSE #1:CLOSE #2:RETUR
N
860 REM Movie Maker to Micro Illustrat
or
870 HOLDS$=OUT1$:OUT1$="D:TEMP":GOSUB 7
78
880 IN1$=OUT1$:OUT1$=HOLDS$:GOTO 720
890 REM Movie Maker to Fan With Art
900 HOLDS$=OUT1$:OUT1$="D:TEMP":GOSUB 7
70
910 IN1$=OUT1$:OUT1$=HOLDS$:GOTO 1100
920 REM Fan With Art to Micro Painter
930 OPEN #1,4,0,IN1$:OPEN #2,8,0,OUT1$
940 GET #1,M:GET #1,M
950 FOR X=1 TO 4:GET #1,M:COLREG(X)=M:
NEXT X
960 FOR X=1 TO 256:GET #1,M:NEXT X
970 FOR X=1 TO 7696
980 GET #1,M
990 IF X>4080 AND X<4097 THEN 1010
1000 PUT #2,M
1010 NEXT X
1020 FOR X=1 TO 4:PUT #2,COLREG(X):NEX
T X
1030 CLOSE #1:CLOSE #2:RETURN
1040 REM Fan With Art to Micro Illustrat
or
1050 HOLDS$=OUT1$:OUT1$="D:TEMP":GOSUB
920
1060 IN1$=OUT1$:OUT1$=HOLDS$:GOTO 720
1070 REM Fan With Art to Movie Maker
1080 HOLDS$=OUT1$:OUT1$="D:TEMP":GOSUB
920
1090 IN1$=OUT1$:OUT1$=HOLDS$:GOTO 620
1100 REM Micro Painter to Fan With Art
1110 OPEN #1,4,0,IN1$:OPEN #2,8,0,OUT1$
1120 FOR X=1 TO 262:READ N:PUT #2,N:NE
XT X
1130 FOR X=1 TO 7696
1140 IF X>4080 AND X<4097 THEN PUT #2,
8:GOTO 1160
1150 GET #1,M:PUT #2,M
1160 NEXT X
1170 PUT #2,8:PUT #2,8
1180 FOR X=1 TO 4:GET #1,M:COLREG(X)=M:
NEXT X
1190 CLOSE #1:CLOSE #2:OPEN #2,12,0,OU
T1$
1200 PUT #2,254:PUT #2,254

```

continued on next page

```

1210 FOR X=1 TO 4:PUT #2, COLREG(X):NEXT
  X
1220 CLOSE #2
1230 RETURN
1240 DATA 254,254
1250 DATA 1,2,3,4,112,112,112,78,8,88,
14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14
1260 DATA 14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14
1270 DATA 14,14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14
1280 DATA 14,14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14
1290 DATA 14,14,14,14,14,14,14,14,14,14,78,8,96
14,14,14,14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14
1300 DATA 14,14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14
1310 DATA 14,14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14
1320 DATA 14,14,14,14,14,14,14,14,14,14,14,14,14,14,1
14,14,14,14,14,14,14,14,14,14,14,14,14,14,14,65,
8,6,194,170

```

```

1330 DATA 184,141,1,2,232,288,3,238,1,
2,142,0,2,184,170,184,64,169,0,141,0,2,
169,0,141,1
1340 DATA 2,169,192,141,14,212,76,95,2,
28,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1350 ? :?" File: " ; OUT1$(3,LEN(OUT1$)
))
1360 ? "Created and stored."
1370 FOR N=66 TO 148:POKE 718,N:POKE 7
12,N:POKE 789,54+N:NEXT N:POKE 712,0
1380 END

```

## TYPO TABLE

```

Variable checksum = 469881
Line num range   Code Length
 10   - 128   LJ   498
 138  - 249   ZE   378
 258  - 359   BW   528
 368  - 479   EH   466
 488  - 599   FS   585
 698  - 719   UD   444
 728  - 839   EO   443
 848  - 959   QW   458
 968  - 1079  IM   335
 1088 - 1199  TA   454
 1288 - 1299  F8   529
 1388 - 1379  KT   554
 1388 - 1389  GF   6

```

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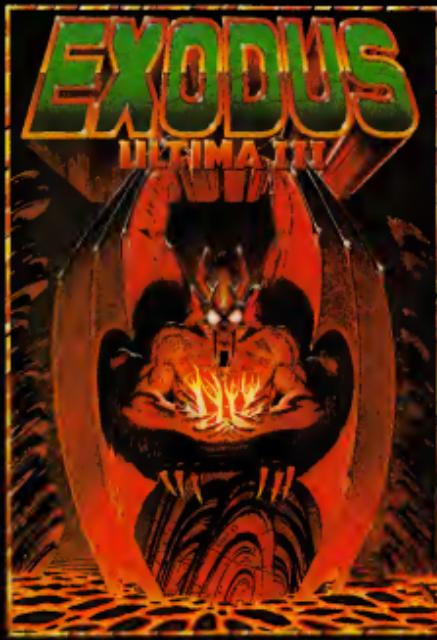
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12. DEATHSTAR 13. JACKBLACK 14. VULTURE  
15. CAVLOR 16. JIGSAW 17. VULTURE  
18. ARISTOLE 19. VULTURE 20. VULTURE
- ANTIC GAMES DISK #5  
1. PEASANT 2. SHOOTIN' 3. JACKPOT 4. DAIRY  
5. FROG 6. JACKPOT 7. VULTURE 8. DAIRY  
9. MUSS 10. COLISEU 11. JACKPOT 12. DAIRY  
13. SPEED DEMON 14. MUSS 15. JACKPOT 16. DAIRY
- ANTIC GAMES DISK #6  
1. VULTURE 2. JACKPOT 3. JACKPOT 4. JACKPOT  
5. CASTLE HEXAGON 6. JACKPOT 7. JACKPOT  
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8. CREEATION 9. LUNAR LANDER 10. VULTURE 11. VULTURE  
12. DEATHSTAR 13. JACKBLACK 14. VULTURE  
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# ROTATE YOUR PLAYER

## Special effects with machine language

by LARRY PARKER

### SYNOPSIS

This article demonstrates some of machine language's special capabilities. Listing 1 requires BASIC; listing 2 requires the Assembler Editor cartridge. The second listing is a routine to be called from BASIC—it does not run on its own. Both programs run on all Atari computers.

Player/Missile graphics are easy to use. Their flexibility and versatility allow you to experiment and create interesting effects. The following program gives the effect of a ball in P/M rolling right or left.

Type in and SAVE the first listing. RUNning the program shows you a smiling face which you can move with the joystick. As the face moves left or right, it appears to be rolling.

The key to this effect is the machine language program stored in ROT\$. To call it, a USR command must be executed as follows:

A=USR(ML,ADR,NUM,DIR)

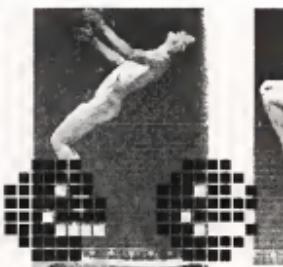
where ML is the address of the routine, ADR is the address to rotate, NUM is the number of bytes to rotate, and DIR is the direction to rotate (0=left, 1=right). The machine language routine itself is quite simple. Its source code is in Listing two and is documented.

Use the following steps to produce a rolling effect:

1. Shift every bit in each byte you want to rotate;
2. Check the carry bit;
3. If the carry bit is a 1, set bit 7 if shifting right, or set bit 0 if shifting left.

These steps cause each bit to move left or right and wrap around.

Note that in the USR call (LINE 450), the second parameter is offset by 2 (P0+2), so the top two bytes of the face are not rotated. If they are, the face will not appear to roll. To see this, change the +2 in LINE 450 to a +0 and RUN the



program. The result shows that the routine has some restrictions. In order to completely produce the illusion of rotation, the portion to rotate must be eight bits wide.

This is just one of the many special results produced by Player/Missile graphics. After experimenting with them, you can produce your own special effects.

*Larry Parker entered the College of Engineering at the University of Michigan last year. In the past several years, he has written and sold several dozen programs in BASIC, using machine language routines.*

### Listing 1

```

10 REM ANTIC MAGAZINE
20 REM PLAYER MISSILE ROTATOR
30 REM BY LARRY PARKER
40 REM
50 REM READ MACHINE LANGUAGE DATA
60 REM INTO ROT$
70 REM DIM ROT$(68)
80 FOR I=1 TO 57:READ A:ROT$(I,I)=CHR
9(A):NEXT I
100 DATA 184,184,133,284,184,133,283
110 DATA 184,184,133,285,184,184,133
120 DATA 184,184,133,285,184,184,133
130 DATA 184,184,133,285,184,184,133
140 DATA 184,184,133,285,184,184,133
150 DATA 184,184,133,285,184,184,133
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3350 DATA 184,184,133,285,184,184,133
3360
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140 DATA 206,169,0,24,165,286,286
150 DATA 11,177,203,18,144,14,24
160 DATA 105,1,24,144,0,177,203
170 DATA 74,144,3,24,105,128,145
180 DATA 203,286,196,285,208,225,96
200 REM PLAYER MISSILE SETUP
220 RAM=PEEK(186):POKE 186, RAM-8:GRAPH
ICS 0:POKE 752,1:?
230 U=PEEK(186):X=128
240 POKE 704,14
250 POKE 54279,U
260 PM=256*U
270 FOR I=PM+512 TO PM+648:POKE I,8:NE
XT I
280 PB=PM+512+80
290 RESTORE 360
300 DATA 206,169,0,24,165,286,286
310 READ A
320 POKE I,A
330 NEXT I
340 POKE 559,46:POKE 53277,3
350 POKE 53248,X
360 DATA 68,126,219,255,189,195,126,68
380 REM ROTATE PLAYER
400 S=STICK(0)
410 IF S=7 THEN DIR=1:X=X+1:GOTO 440
420 IF S=11 THEN DIR=8:X=X-1:GOTO 440
430 GOTO 400
440 POKE 53248,X
450 A=USR(ADR(ROT$),PB+2,4,DIR)
460 FOR D=1 TO 3:NEXT D
470 GOTO 400

```



Listing 2

```

8  *=$600
20 :
30 :
40 : A=USR(ML,ADR,# BYTES,DIRECTION)
50 :
60 : ROTATES DATA LEFT OR RIGHT
70 :
80 :
90 :
9100 ADR = $CB
9110 BYTES = $CD
9120 DIR = $CE
9130 PLA      : IGNORE
9140 PLA      : GET HI BYTE OF
  ADDRESS
9150 STA ADR+1
9160 PLA      : GET LO BYTE OF
  ADDRESS
9170 STA ADR
9180 PLA      : IGNORE
9190 PLA      : GET NUMBER OF BYTES
9200 STA BYTES
9210 PLA      : IGNORE
9220 PLA      : GET DIRECTION
8230 STA DIR
8240 ;
8250 LDY #0
8260 LDDP CLC
8270 LDA DIR
8280 BNE RIGHT      ; RIGHT IF A 1
8290 ;
8300 LEFT LDA (ADR),Y
8310 ASL A          ; SHIFT LEFT
8320 BCC STORE      ; NO CARRY BIT
8330 CLC
8340 ADC #1          ; SET BIT 0
8350 CLC
8360 BCC STORE
8370 RIGHT LDA (ADR),Y
8380 LSR A          ; SHIFT RIGHT
8390 BCC STORE      ; NO CARRY BIT
8400 CLC
8410 ADC #128         ; SET BIT 7
8420 STORE STA (ADR),Y
8430 INY
8440 CPY BYTES
8450 BNE LOOP      ; NO
8460 RTS          ; YES- RETURN TO BASIC

```

# CUSTOMIZING BASIC KEY FUNCTIONS

## A shortcut to program typing

by MIKE FLEISCHMANN

How many times have you typed 'A\$(LEN(A\$)+I)=', or 'COLOR 1', or 'SAVE "D:"', until you thought your fingers were going to fall off? Wouldn't it be nice if you could just press one key . . . ?

If you've done much programming in ATARI BASIC, you've encountered the finger cramping, shift key workout more than once. In fact if you're like me, you have found yourself wishing that ATARI had assigned function keys to save some typing.

Well they didn't. So one night just after I had finished my 43rd A\$(LEN(A\$)+I)=" ", I decided to do something about it. The following autorun program allows you to use the [CTRL] key and one other key to generate complete BASIC commands. In this program, the [CTRL] key and any other key can be used to print entire BASIC functions. If you assign the 'LIST "P;"' command to the [4] key, for example, every time you type [CTRL][4] the 'LIST "P;"' command will appear on the screen.

It's easy to assign any BASIC command to any key. You can assign commands to their keys in lines 20000-29999 in the BASIC program. When making these assignments, you must follow a few simple rules:

1. Change only the string data between lines 20000 and 29999.
2. The last command string must be '@@@@@@'.
3. Every assignment must follow this pattern:  
(KEY)(COMMAND):COMMAND: . . . :COMMAND|(@)  
(KEY is any key, A-Z, 0-9.  
(COMMAND) is the command you want the key to produce.  
[COMMAND: . . . :COMMAND] are any additional commands (optional).  
(@) is an end-of-command marker.

### SYNOPSIS

*A devilishly clever technique for setting up two-keystroke "function-key" abbreviations that'll enter repeats of lengthy commands into your program. The BASIC listing requires a disk drive, and runs on all Atari computers of all memory configurations. Antic Disk Subscribers Run "D:BASICKEY.BAS".*

4. Use ';' symbols instead of commas in your command strings. The program will read them as commas.
5. The maximum length of any command string is 128 bytes.

EXAMPLE: Let's say we want the '4' key to generate 'PRINT "Answer Yes or No":INPUT A\$'; instead of 'LIST "P;"'. The BASIC data statement we need to change is in line 20150. Change line 20150 from:

20150 DATA 4LIST "P;"@,5LIST "D:@  
TO:

20150 DATA 4PRINT "Answer Yes or No":INPUT A\$@,5LIST  
"D:@

The '4' key is changed.

### CREATING THE AUTORUN FILE

Once you've made the key assignments, you must create the AUTORUN.SYS file. With a formatted disk (with the DOS.SYS and DUP.SYS files) at hand, RUN the program.

The program will ask you if you want a hard copy of your command set, just in case your memory needs refreshing once in a while. Type [Y] for "yes," [N] for "no". After the program has read your command set, it will ask you to place your formatted disk in drive #1. Do so. Press [RETURN] to create and store the AUTORUN.SYS file on the disk. Now, SAVE our KEY FUNCTION program to the disk as a backup, if you haven't already done so. To run the AUTORUN.SYS file, turn the ATARI off and then on again. The program will automatically load and patiently wait for you. Test the program by pressing the [CTRL] key while typing a key to which you have assigned a command. If it works, your command will appear on the screen. If a command didn't appear, check the data statements.

**HELPFUL HINTS:**

1. Don't assign anything to the [1] key, it will disable the [CTRL] [1] screen freeze.
2. Always press the [RESET] key before going to DOS. To recover the function keys after going to DOS, you must reboot.
3. Never use 'NEW' in a multiple command statement. Anything after it will be ignored.

A sample data set is included to allow you to experiment. The [CTRL] [0] command is a short routine that converts a hex digit to decimal.

**HOW IT WORKS:**

The BASIC program builder is a fairly straightforward disk output routine with the following "tricks":

1. In line 10000, the first 6 bytes are the binary file load header.
2. In the data statements between 10000 and 19999, values 500 and 501 are flags to tell the program where to put

the end address of the assembly program and key data.

3. Line 30040 is the append data you need to make ATARI DOS think the file is an auto execute file.

The function key program starts by loading below the DOS.SYS program area and then shifting the MEMLO and APPMFI pointers to the end of the key data. Then the program puts its keyboard handler address into the jump vector at VKEYBD(\$209) and saves the old jump vector in its own jump location. (A positive side effect of this is that the program only uses the exact amount of memory it needs.) Then the program returns to BASIC.

When a key is pressed, the interrupt jumps to the function program. There, its value is checked to see if the [CTRL] key is pressed. If not, the program continues through the normal keyboard handler. When the [CTRL] key is pressed, the key character is converted to ASCII and compared with the command table. If a match is found, the command is sent to the screen and an 'RTT' (Return from Interrupt) is effected. If no match is found, the registers are restored and processing continues through the normal handler.

```

58 REM BASIC 2 KEY CREATE PROGRAM
60 REM BY MIKE FLEISCHMANN
70 REM ANTIC MAGAZINE
100 DIM SS(128),A$(1)
110 ? "*****":? " BASIC 2 KEY CREATE PR
DGRAM"
120 ? " THE OBJECT CODE IS IN AUTORUN
FMT"
130 ? :? "DO YOU WANT THE COMMANDS TO
BE PRINTED"
140 INPUT AS
150 IF AS=="Y" THEN FLAG=1:REM FLAG=1 ->SEND TO P: FLAG=0 -> SEND TO SCREEN
160 REM
170 REM Need to find out how long the
ML program is. So we count
180 REM the bytes in the data statements
1s.
190 READ D
200 IF D<0 THEN 220:REM Thn -1 is a te
rminator
210 CT=CT+1:GOTO 190
220 READ SS:REM Now we count the # of
bytes in the commands
230 CT=CT+LEN(SS)
240 IF SS(1,1)=="@" THEN 310:REM Lookin
g for the 5 '@' signs at end
250 REM Since we have to read the comm
ands anyway may as well print
260 REM them out in readable form. Not
n: leave '@' sign so

```

```

270 REM we know if there are any blank
s at the end of command.
280 IF FLAG<1 THEN PRINT " CTRL ";SS(1
,1):" =";SS(2)
290 IF FLAG=1 THEN LPRINT " CTRL ";SS(1
,1):" =";SS(2)
300 GOTO 220
310 CT=CT+7424-6:REM Add in starting a
ddr. of ML code - the header
320 REM for a ML boot file.
330 CTH=INT(CT/256):CTL=CT-CTH*256:REM
Compte the low and high
340 REM Now wait for the user.
350 ? "Press return when the disk you
want ="
360 ? " is in drive 0":INPUT AS
370 OPEN #3,B,0,"AUTORUN.SYS":REM Ge
t ready to output.
380 RESTORE :REM Set pointer to top of
data.
390 READ D
400 IF D<0 THEN 460:REM Look for -1
410 REM 500 & 501 are flags to tell pr
gm where to put end addr.
420 IF D=500 THEN D=CTL
430 IF D=501 THEN D=CTL
440 PUT #3,D
450 GOTO 390
460 REM ML program output. Now we outp
ut the command set.

```

continued on next page

```

478 READ SS
480 FOR I=1 TO LEN(SS):REM Output strl
#9 byte by byte.
480 D=ASC(SS(I,I))
500 IF D=ASC("\") THEN D=ASC(",")
510 PUT #3,D
520 NEXT I
530 IF SS(1,2)="@@" THEN 550:REM Look
for the 5 "@" signs.
540 GOTO 470
550 REM The program & data set are out
. Now output the autoload appendage.
560 FOR I=1 TO 7:READ D:PUT #3,D:NEXT
I
570 CLOSE #3:STOP :REM DONE
10000 REM
10010 REM Below is the data for the ma
chine language program.
10020 REM DO NOT MODIFY!!!!!!
10030 REM
10040 DATA 255,255,8,29,500,501,234,16
0,1,173,8,2,153,182,29,200,173,9,2,153
,102,29,169,44,141,8,2,169,29
10050 DATA 141,9,2,169,500,141,231,2,2
4,105,112,169,501,141,232,2,105,1,133,
15,96,88,142,192,29,140,193
10060 DATA 29,173,9,210,72,41,128,208,
4,184,24,144,113,169,3,133,245,169,38,
133,246,104,41,63,170,109
10070 DATA 195,29,201,255,240,94,133,2
47,160,8,177,245,197,247,240,24,201,64
,240,80,200,177,245,201,64
10080 DATA 200,249,200,24,152,181,245,
133,245,144,220,230,246,208,224,230,24
5,200,2,230,246,174,22,220
10090 DATA 172,23,220,232,208,1,200,14
2,107,29,140,180,29,160,8,177,245,201,
64,240,13,140,194,29,200,24,144,23
7,169,9,133,77,169,48,141,43,2,174,192
,29,172,193,29,104,64,174
10100 DATA 192,29,172,193,29,76,8,88,8
,76,8,80,69,59,155,8,8,0,76,74,59,255,
255,75,43,42,79,255,80,85
10120 DATA 255,73,45,61,86,255,67,255,
255,66,80,90,52,255,51,54,27,53,58,49,
44,32,46,70,255,77,47,255
10130 DATA 82,255,69,89,255,04,87,81,5
7,255,48,55,255,56,60,62,70,72,68,255,
255,71,83,65,-1
20000 REM
20010 REM BELOW IS THE COMMAND TABLE
20020 REM THE FORMAT OF THE TABLE IS
20030 REM (KEY)(COMMAND)[:]COMMAND:...:
COMMAND[:] WHERE THE
20040 REM '@' SYMBOL IS THE TERMINATOR

```

```

20050 REM The set must end with 5 '@'
signs.
20060 REM Only capital letters and num
bers can be used!!! for (KEY)
20070 REM
20080 REM
20090 REM
20100 DATA ACOLOR @,CCHR$(@,0)DATA @,FF
0H @,GGOTO @
20110 DATA HGOSUB @,IINPUT @,JDRAWTO @
,KGRAPHICS @,LLIST @
20120 DATA MLPLOT @,NNEXT @,OPADDLE(@
,PLOT @,QPD$ @
20130 DATA RRETURN @,SSO, @,TTHEN @,UR
EAD @,VSE, @,WSTICK @
20140 DATA XSTRIG(@,YSTR$(@,2LOAD "D:@
,3SAVE "D:@
20150 DATA 4LIST "P:@,5LIST "0:@
20160 DATA BDEC=(HEX$(I\I)<="9")*(ASC(
HEX$(I\I))-48)+(HEX$(I\I)>="A")*(ASC(H
EX$(I\I))-55)@
20170 DATA GENTER "D:@,0,00000
30000 REM
30010 REM
30020 REM Below is the appendage for a
n autosave file.
30040 DATA 0,224,2,225,2,0,29

```

#### TYPO TABLE

Variable checksum = 132884			
Line num	range	Code	Length
50	- 180	ET	423
190	- 290	KZ	527
300	- 410	EC	483
420	- 530	HP	313
540	- 10060	XQ	541
10070	- 10120	IH	588
10130	- 20100	TD	411
20110	- 30040	RG	427

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# OLYMPI

by JEFFREY STANTON



## SYNOPSIS

*This simulation of the 100-yard dash is Antic's first machine language action game. The BASIC language listings create the machine language program. It's a two-player game requiring two joysticks, and runs on all Atari computers and all memory configurations. Antic Disk Subscribers: From DOS type L [RETURN] then type DASH.EXE.*

Are you an armchair athlete? Has all the excitement over the Summer Olympics in Los Angeles got your blood pumping in the competitive spirit? Well, thanks to Jeffrey Stanton and Antic, you can now take part in a video 100-yard dash with two independently scrolling screens — and become the Olympic Atari champion of your block!

To use Olympic Dash, follow these instructions:

1. Type in Listing 1.
2. Check it with TYPO.
3. Delete the lines containing TYPO before saving the final copy.
4. SAVE a copy.
5. Type NEW to clear computer memory.
6. Type in Listing 2. There's no TYPO program for Listing 2 because all the data in Listing 2 is checked by Listing 1 as it reads the data and stores it in memory.
7. Use the LIST command to store Listing 2 (i.e. LIST "C:" or LIST "D:LIST2.LST").
8. LOAD Listing 1.
9. ENTER Listing 2 to merge the two.
10. RUN the program.
11. The program asks whether you're using cassette or disk. If you're using cassette, type [C] and [RETURN], and the program will generate a boot cassette. If you're using disk, type [D] and [RETURN]. The program will produce a binary DOS file named DASH.EXE.
12. After you respond to the first prompt, the screen will go black (for faster processing) for a few minutes while the program reads data and places it in a string. If the program encounters any bad data, which probably means you've made a typing error, the screen color returns to blue and the program prints a message telling you which line contains the bad data. Correct your error and RUN the program again. (Pay attention to commas, periods, and spaces.)
13. While you're waiting for the data to be read, cassette users place a blank cassette in the recorder and press Record and Play. Disk users should make sure there's a DOS disk with at least 28 free sectors in your drive.
14. When the screen color returns to blue, you'll see a prompt to press [RETURN] to save the file. Cassette

# C DASH



users must press [RETURN] twice; once at the prompt, and once after the computer beeps twice. Do so, and the file will be stored.

15. To load the machine language cassette, rewind the tape, press [PLAY] and turn off your computer. It's not necessary to remove the BASIC cartridge. Then, while the computer is off, press [START] and hold it down while turning on the computer. Then press [RETURN] to load the tape. When the program has loaded, it will automatically begin.
16. To load from disk, go to the DOS menu, and use option 1 to load DASH.EXE. The program automatically starts upon loading.
17. If you wish to have the program load and run automatically upon booting the disk, rename the game program to AUTORUN.SYS and make sure that DOS.SYS exists on the disk.

## HOW TO PLAY THE GAME

Playing Olympic Dash is easy. A word of precaution: This game is a joystick buster! If you have any choice, use your old Atari joysticks to play—they'll work fine, and present less of a problem if they break.

To play, plug two joysticks into Ports 1 and 2. Player 1 is represented on the top half of the screen, and Player 2 is on the bottom. Press [SELECT] to choose the speed of the race; fast or slow (shown in the upper right corner of the screen). Press [START] to begin the race. Watch the upper right corner for the traditional starter's cry of "On your mark . . . , Get set . . . , and listen for the pistol shot when "Go" appears. Then start moving your joysticks from side to side (not up and down) as fast as possible. The faster you wiggle the stick, the faster your player runs. The first to cross the finish line is the winner. Total running time for both players

is constantly displayed. If another player isn't handy, try to beat your own best time.

*Jeffrey Stanton has a Bachelor's and a Master's degree in mechanical engineering from Rensselaer Polytechnic Institute. In 1979, he bought an Apple computer and began designing and writing video games, but he soon switched over to Atari computers because of their superior graphics capabilities. He is co-editor of The Book of Atari Software and co-author of a new book, Atari Graphics and Game Design, both from The Book Company, Los Angeles, California.*

*continued on next page*

**Listing 1**

```

10 REM OLYMPIC DASH
20 REM BY JEFFREY STANTON
30 REM ANTIC MAGAZINE
40 DIM HS$(2),ARRAY$(95),HOLDS$(3580),HE
X$(23),FILE$(20):HEX$="@ABCDEFGHIJKLMNO
##JKLMNO":CASS=0
50 TRAP 60
60 ? "CASSETTE OR DISK? (C/D)":INPUT
H$:H$=H$(1,1):IF H$<>"C" AND H$<>"D" T
HEN 60
70 TRAP 500:?"PLEASE WAIT....":FOR D
=1 TO 200:NEXT D:POKE 559,0
80 IF H$="C" THEN CASS=5:FILE$="C":CM
D=128:GOTO 100
90 FILE$="D:DASH.EXE":CMD=0
100 RESTORE 1998:CASS=0:1
110 READ ARRAY$:FOR HNUM=1 TO LEN(ARRA
Y$): STEP 2:HS$=ARRAY$(HNUM,HNUM+1)
120 D=0:FOR I=1 TO 2:D=0#16+ASC(HEX$(A
SC(H$(I))-47))#4:NEXT I:HOLDS$(Q,Q)=CH
RS(D):Q=Q+1:NEXT HNUM
130 RESTORE 2000:FOR LINE=2000 TO 2778
STEP 10:GOSUB 140:NEXT LINE:GOTO 190

```

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### game of the month

```
DATA AT LINE #";LINE:END
1998 DATA FFFF0010BC2A
1995 DATA 001CEE1C0000A988804492A9FFB5
0A0C0E23
```

## TYPO TABLE

Variable checksum = 72699

Line num range	Code	Length
18 - 129	GK	613
138 - 299	GR	535
218 - 1995	GL	336

Listings 9

continued on next page

### game of the month

## game of the month

```

E 022A9889DE6229DEA22A9819DE822FEEC228C
E 022898210DEC22F002880D,348844
2788 DATA 00E022F003DEE022A9889DEC228D
E 022C914880AA139DE022A9889DEC2268FB85
14C93C9880D18A0882369818D,345169
2718 DATA 0823A9886514A88948218D8823AD
08234A44A4A4A88918808428D08823298F889188D
0523AD089234A4A4A4A889188D,350148
2728 DATA 0623A08923298F089188D0723D8AD
0A23F018AD04238D04935AD0523884A35AD0823
0D4C35AD07238D0435AD0823,355198
2738 DATA FB18AD04238D05035AD05238D05E35
AD0623858D835AD07238D0613568AD08D23F88ECE
0D23AD089238D0102A988088D,368298
2748 DATA 0260880880898199882099882EC8D8
F7A888A94299882F998831C8A94399882F9988
31C8D8E8A988A943998830C8,365261
2758 DATA A9428988308C8D0F2A888A9819988
32998833998834C8D0F2A888A9C599882F9988
3099883198186889A8C8F888,378183
2768 DATA ECA884A9888883298818698EA8C8
F888F2A883A988898833C8998833C899883398
18698C8C8F888EA889049C6,375220
2778 DATA 99882C68E882E1828F2388,37639
5

```

A

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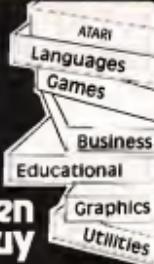
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# product reviews

## RAINBOW WALKER

Synapse Software  
5221 Central Ave.  
Richmond, CA 94804  
(415) 527-7751  
\$34.95, 32K — disk  
\$34.95, 32K — cassette

Reviewed by Andrew Bell

**Rainbow Walker**, Synapse Software's latest arcade-style game, joins the company's previous games as one of the most imaginative, graphically stimulating and playable games on the market.

The story is colorful. Once in a mythical land, a merciless meanie stole all the colors from the rainbow. Wearing magic shoes, brave Cedrick tries to restore the colors piecemeal by hopping from square to square on the dulled rainbow. Wherever he lands, Cedrick leaves a patch of color; hopefully the arc will be returned to its original colors.

Unfortunately for Cedrick, there are some monochromatic-minded creatures who materialize to undo his work. Wherever these creatures land, color disappears.

You control Cedrick by using the joystick to hop in eight directions; pressing the fire button, you can take two-square giant steps. When you color an entire rainbow you advance to the next level. There are 20 levels, each progressively harder, with a surprise if you make it to the top level.

As you move up, the rainbow's shapes become more complex, and new, more aggressive antagonists appear. Fortunately, after each round you can supplement your stock of extra lives by playing the bonus screen, a set of three squares that move first slowly, then faster and faster. The longer you can keep Cedrick on the squares, the more lives you earn. (*This is a great way to test your reflexes and acquired skill.* —ANTIC ED)

**Rainbow Walker** excels graphically. The rainbow is shown in unique perspective, cutting the horizontal plane at the bottom of the screen and arching

back to the horizon. This is a three-quarter look down at the bow's floor-like tiles. When Cedrick reaches the bottom of the screen and hops forward, the tiles scroll back and a new set of squares comes into view. Hopping toward the top of the screen, Cedrick shrinks in the distance, making the image appear three dimensional.

Rainbow Walker's sound complements the game without becoming obnoxious. The many sound effects are so well meshed with the action that they contribute to the game's overall high quality of play.

The game is hard to play at first, but after a little experience and some determined effort, you will be able to advance to higher levels and improve your scores. Rainbow Walker has ample action and surprises, making it challenging to even the most sophisticated game player. If you're looking for gold, you won't have to go to the end of the rainbow to find it in this game.

## THE SEVEN CITIES OF GOLD

Electronic Arts  
2755 Campus Drive  
San Mateo, CA 94403  
(415) 571-7171  
\$40.00, 48K — disk

Reviewed by Sandra Carlisle

**The Seven Cities of Gold** is a role playing simulation of the 16th Century Spanish discovery and conquest of the New World. You are a Spanish conquistador leading an expedition through unexplored dangers in search of treasure and glory.

You may face complete panic when you're out of food and goods and can't find your way back to your ships. If you discover and enter a village, you find yourself surrounded by natives. At first you feel frightened — there are so many, crowding too closely.

The subtlety of this game becomes

especially apparent when you must deal with the natives. There is no common language. How do you communicate with a totally alien culture? You can slaughter and plunder, try trickery or treachery, trade for your most pressing needs, or even try to convert the natives and establish missions. These many variables give the game its authenticity, flavor, and challenge.

As you move about, the detailed terrain scrolls by you, demonstrating the game's excellent graphics and animation.

Your expedition is financed by the king, including four ships and their crews, soldiers, food and trading goods.

The strategy and challenge of this one-person arcade-style game are evident as you explore unknown territory

Seven Cities is highly realistic as a historical and geographical simulation.

If you defeat or trade with the natives, you may have many native bearers. They not only help carry supplies and gold, but also help to locate other villages and gold mines. Your expedition can move at different speeds on land, and much faster on rivers.

Seven Cities has three playing levels. At any level above novice, you must contend with storms at sea, native ambushes, food spoilage, ship wrecks, and even with the disappearance of your ships. Also, the native villages are hidden and can be located only by stopping to look for a "sign." The higher the level, the more realistic the play.

Considering the size of this game (the "game" map alone occupies 65K of disk memory — 2,800 screens!), I was amazed by the speed of the play. I never had to wait for the drive to load the next

# product reviews

map portion. Ozark Softscape, the designers, developed a technique to load new portions of the scrolling map without interrupting the play of the game.

The "Random World" generator is an impressive feature of the game. This will create (and write to a disk) as many unique "New Worlds" as you want (all with 2,800 screens), each with different shaped land masses, swamps, villages, mountains, and so on. This sophisticated technique follows established geological rules of plate-tectonics and consults a cultural dissemination model for its work. You can even make copies of your unique world and exchange them with your friends for "competitive" play.

Upon your return, you can go to the Outfitters Shop to outfit more ships for future expeditions. You can also visit the Royal Palace to receive recognition for your success, you can view the game map, or drop into the Pub to save the game.

Since Seven Cities is highly realistic as a historical and geographical simulation, it can be used quite easily as an educational tool. There is no set solution, nor is there a single puzzle to solve.

Best of all, the concepts of entertainment and education are totally integrated. Seven Cities will undoubtedly be a strong contender for game of the year in 1984.

## PITFALL!

Activision, Inc.  
2350 Bayshore Frontage Road  
Mountain View, CA 94043  
(415) 960-0410  
\$34.95, 8K — cartridge

*Reviewed by Ellen Keyt*

Deep in the jungle, far away from technologized, urbanized civilization, lives (for a short time at least), Pitfall Harry. This daring jungle explorer has fearlessly entered the dense foliage in search of the fabled treasure concealed within. Leaping over alligators, rolling logs, scorpions and snakes, he spots his first

goal, a gold bar. He runs across the clearing to retrieve it, only to fall to his demise in a huge tar pit.

This may be the most common scenario in one of the most popular games from Activision. Originally written by David Crane for the VCS, this fast action game has finally been released for Atari computers. Every detail featured in the VCS version has been reproduced and as far as graphics are concerned enhanced. Details are very lifelike: Pitfall Harry lopes across the screen in long, easy strides; the scorpion's pincers clutch at Pitfall Harry; barrels roll realistically across the screen, and a vine swings in a smooth, unbroken arc. The animation of all the assorted creatures is excellent, and the joystick responds instantly, preventing "Slip of the Wrist" deaths.

Almost everything about Pitfall is precise and perfect. Although there is usually plenty of time to finish a game, the absence of a pause is annoying. The graphics are 3-D and very realistic, but the game would be improved greatly if the player were allowed to move in and out of the third dimension. In addition, I miss a choice of difficulty function, and, since the game was not designed to eat up quarters at a video arcade, the twenty-minute time limit is entirely unnecessary. In spite of these faults, Pitfall is still exciting, and will greatly please the young archeologists who have long been waiting for the game's release.

## DROL

Broderbund Software  
17 Paul Dr.  
San Rafael, CA 94903  
(415) 479-1170  
\$39.95, 48K — disk

*Reviewed by Brian Ho Fung*

Drol is an original, addictive, arcade-style game with beautiful graphics. The game takes you to the underground dream world of Drol, where you must rescue a small family and its pets

*continued on page 80*



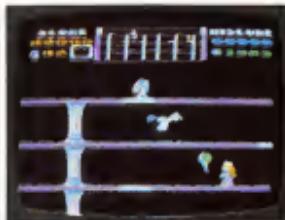
RAINBOW WALKER



SEVEN CITIES OF GOLD

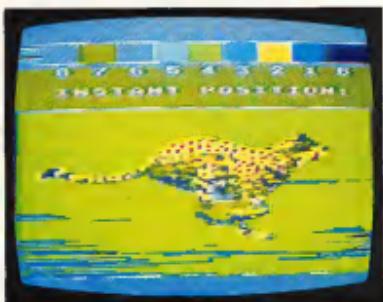


PITFALL!



DROL

# microscreens



Cheetah



stagecoach



Atarian

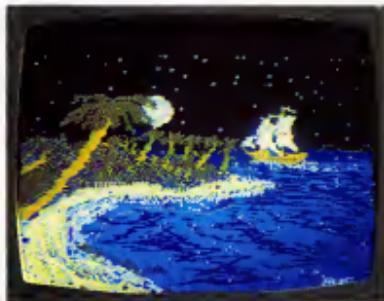
Here's an extra-big bonus MICROSCEEN section for Antic's 1984 Graphics issue. We're happy for the opportunity to print more than our usual amount of the outstanding pictures we get from our readers.

George R. Bradford (Cheetah, Stagecoach) is a Canadian commercial artist. He places a transparent overlay on his video screen and then makes computer images using either Micro-Painter or Keystroke Artist, a Joystick graphics program which appeared in *Antic* August 1983. Mr. Bradford is 51 and says he "just hates to let the young folks have all the fun."

Dorit Tabak of Manhattan (Atarian) is an art student who has owned her Atari 800 for only six months. She made this Picasso-like portrait using a KoalaPad with Micro Illustrator and "a little help from Graphic Master."

# microscreens

Jeff McFall (Voyage) lives in Columbus, Indiana and created this South Seas nightscape with Micro Illustrator on KoalaPad.



Voyage

Armand Deveno (Red Balloons, Bubbles) creates his precise and colorful illustrations with KoalaPad and Micro Illustrator. He lives in Springfield, Mass.



Red Balloons

You can create an outstanding picture on your Atari even if you've never been able to draw a straight line before. With the latest under-\$100 touch tablets, light pens and drawing software anybody can now express their artistic visions via computer. You'll also receive fine results using the graphics programs published in *Antic*, such as Keystroke Artist (August 1983) and this current issue's Price's Color Picture Painter and Easy Graphics Converter.

You get an *Antic* T-shirt if we publish your computer art on the Microscreens page. Send pictures to *Antic* on disk, along with loading instructions plus a short note telling about yourself and which graphics tools you use . . . also include your two choices of T-shirt size and color.



Bubbles

# product reviews

trapped in the fantasy world by an evil witchdoctor's curse.

You are equipped with an anti-gravity rescue suit and an unlimited supply of reality pellets. Drol has three missions: rescue a wandering girl and her jet-propelled pet lizard; save her propeller-

beaniated brother and his pet crocodile; and liberate the kids' mother, who is bound with rope on Drol's bottom floor.

Your hero, controlled by the joystick, travels through continuously scrolling multi-leveled corridors seeking captives and trying to avoid a host of dangers—

giant scorpions, monstrosities, flying turkeys and a killer vacuum cleaner. When you find a captive, you simply touch it to rescue it.

Your hero starts with five lives. Completing three missions, one round, earns you an extra life. Each time your hero dies, he must start from the top corridor. This can be frustrating, especially on the third mission where each corridor is separated by only one or two trapdoors placed far away from each other. Each new round provides faster and deadlier monsters—some of which must be shot repeatedly before they die.

Drol is an exceptionally well-programmed game. It has staying power and a limitless challenge. It can be paused; you can view the high scores while playing, and high scores can be saved to the disk. Drol's one drawback—the long time it takes to load each successive mission—is offset by the game's beautiful animation, smooth-scrolling graphics and non-stop action. Drol will delight players of all ages and will challenge even skilled game players.

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## CARRIER FORCE

Strategic Simulations, Inc.  
883 Stierlin Road, Building A-200  
Mountain View, CA 94031-1983  
(800) 772-3546  
\$59.95, 40K — disk

*Reviewed by Christine A. Iannardini*

Historic accounts of great World War II naval battles need little embellishment to emphasize their drama. The stakes were enormous in both theaters of the war, but the outcome for the American forces was nowhere so uncertain as it was in the Pacific in 1942. With *CARRIER FORCE*, Strategic Simulations, Inc., has recreated four major battles of the Pacific (Midway, Santa Cruz, the Solomons, and the Coral Sea), with all the tension, excitement, complexity, and uncertainty that accompanied the actual conflicts between the American fleet and the Imperial Japanese Navy.

*CARRIER FORCE* simulations are very realistic. Gary Grigsby and his creative

# product reviews

team accounted for virtually every piece of equipment on both sides. As fleet commander of either the U.S. Navy or the IJN, your first duty is to find the opposing fleet. Then you must determine the most effective way to disperse the ships in your command. These include carriers, destroyers, tankers, escorts, and submarines. Aircraft, ranging from B-26 heavy bombers, and F4F fighters to minimally-armed reconnaissance planes, also must be strategically deployed. How many should you place on aircraft carriers and runways? And how far from shore can a strike force proceed before you risk the danger of having to ditch, thus losing valuable men and planes?

Such decisions continually must be made throughout the game. As com-

but where? Meanwhile, your radar report indicates an approaching strike force of approximately 150 planes headed for one of your bases. Your next set of orders may well decide the battle.

**Carrier Force** is an advanced strategy game that is easy to play. The only real frustration I found was with the game's documentation. It is very poorly organized, making it difficult to use effectively during game play. It is also poorly edited. For example, the game's list of abbreviations, which is potentially helpful, is incomplete and is not alphabetized. You must read through the entire list to locate the term you are seeking. Though the game comes with two laminated map boards which are quite handy for tracking both fleets, a similar card summarizing important play information (i.e., aircraft capability, pilot endurance, base operation limits, etc.), was not included. Once you have mastered the play techniques, however, these are minor inconveniences in an otherwise excellent game.

## NATO COMMANDER

MicroProse

10616 Beaver Dam Road  
Hunt Valley, MD 21030  
(301) 667-1151  
\$34.95, 48K — disk  
\$34.95, 48K — cassette

*Reviewed by Edward Bever*

Right now, nine Warsaw Pact armies confront nine NATO corps in central Europe. Even in these tense times, experts see little chance of nuclear war, but if one were to start, it would probably start here. You're in the hot seat; you're the NATO commander.

As the game begins, Soviet divisions attack Berlin and roll across the West German border. Urgent reports of fighting start coming in. You must set the missions of air wings and deploy ground troops while the enemy moves relentlessly forward. Your units also move automatically once you tell them where to go; play proceeds at a continuous pace.

Eastern Block units will attack when they come in contact with your troops, while you must carefully plot your own attacks. Your knowledge of the enemy's location is limited, and you must keep track of six variables simultaneously, scrolling across a board the size of four screens.

Overhead, the Allied air forces struggle for domination of the skies. If they succeed before Russian tanks break through, the invasion can probably be halted and peace restored. In any case, the fight will be dirty with chemical and conventional warfare.

This simulation puts you in command of the most dangerous military operation in history.

The nuclear genie may remain in its bottle, but then again, it may not. Both sides have tactical nukes. What will the Russians do if they meet exceptionally fierce resistance? What will we do if our air power cannot come through in time, as the Soviets close on our nuclear depots? What would you do?

**NATO Commander** lets you find out. Although the program does not always execute flawlessly, the game is exciting and exacting. The simulation puts you in command of the most dangerous military operation in history.

## UNIVERSE

Omnitrend Software

P.O. Box 3  
West Simsbury, CT 06092  
(203) 658-6917  
\$89.95, 48K — 1 or 2 disk drives

*Reviewed by Harvey Bernstein*

In the past, role-playing games have been confined largely to the fantasy world of orcs, trolls, demons, and the like, with not much attention given to

*continued on next page*

# product reviews

the hard-core science fiction fan. Good news, fellow rocket-rangers! Omnitrend's Universe has arrived.

This game takes place some time after man's colonization of a galaxy called the Local Group. All contact with Earth has stopped. At the same time evidence has appeared which hints of the existence of an alien artifact, believed to be a hyperspace booster. As a citizen of the Local Group, you must find this mysterious booster and use it to find out what's happened to the people on Earth.

Rather than beginning the game by endowing your character (or yourself) with characteristics, such as strength and dexterity, you borrow 300,000 credits from the Central Bank of Axia (your starting point). With this money you go on to purchase equipment for

first is that Omnitrend has set up a bulletin board that players can access for help. The nitty-gritty action happens after four years of game time play so players can learn the game's fine points before the action gets hot.

Universe does, however, have some serious flaws. It requires a LOT of disk swapping with a one-drive system. The programmers have included a handler for a second drive in the new revision, available now. Also, the game is too slow.

Omnitrend's Universe is a good game that could have been outstanding with a little more polishing. But if you are in the market for a science-fiction strategy game that has more depth than the average adventure, and that will take several months to complete, then Universe is the ideal addition to your game library.

Good news, fellow rocket-rangers! Omnitrend's Universe has arrived.

mining, trade, or piracy, all of which you use as a means of survival while on your quest. You quickly find that the easiest way to make money with the least amount of risk is trade and passenger transport. You buy goods and pick up passengers on one planet, and deliver them to a planet of lesser sophistication. As you increase your wealth, you upgrade your equipment and explore the outer reaches of the Local Group, all the while searching for the missing booster.

Many facets of Universe make it a remarkable game, but the main one is its sheer depth of gameplay. Universe is the first Atari game to come on four disks. Included with them is documentation of over 80 pages! The folks at Omnitrend tell me the game takes well over 100 hours to complete, making it one of the better values around. Another

The appendixes supplement the index by listing subroutines alphabetically and by line number. They also list assembly language routines, application programs, and demonstration programs for each chapter.

The first four chapters of this book cover programming techniques such as USR subroutines and memory management. This information is logically necessary for implementation of the routines found in later chapters. Chapters five through fifteen contain hundreds of subroutines, tricks, and concepts. The presentation avoids technical manual computer jargon, and uses clearly defined charts and demonstrations. The novice assembler programmer will benefit from the commented source code listings, yet a knowledge of

## ATARI BASIC FASTER AND BETTER

by Carl M. Evans

IJG, Inc.  
1953 W. 11th Street  
Upland, CA 91786  
(714) 946-5805  
\$19.95

*Reviewed by Jerry White*

**Atari BASIC Faster and Better** is a 300-page wealth of information. I recommend it highly to those who use BASIC beyond the beginner level. It is a useful addition to the libraries of both the hacker and advanced programmer.

This book contains more subroutine and demonstration program listings than any other book currently available for Atari computers. The BASIC and machine language subroutines are designed to be easily incorporated within the reader's programs. All subroutines and demo programs are also available separately on diskette.

The printing is top quality and easy to read. The book includes a detailed table of contents, which, along with an index, makes it an excellent reference.

This book contains more subroutine and demonstration program listings than any other book currently available for Atari computers.

machine language is not needed to use these routines in your BASIC programs.

Some of the topics covered include string manipulation, date and time subroutines, Boolean logic, formatting data entry, display tricks, sound effects, disk utilities, and much much more. The book also contains the most detailed explanation of Atari's error codes that I've ever seen.

If you write BASIC programs on your Atari computer, you will want to keep **Atari BASIC Faster and Better** near your keyboard. This is one book that will not wind up sitting on a shelf, gathering dust.

(Note: IJG has provided ANTIC with a number of these books, which we are selling for \$15.95. We will accept your cheque, or you can charge it to your MasterCard or VISA.—ANTIC ED)

# product reviews

## CODEWRITER

Codewriter Corp.  
7847 North Caldwell Ave.  
Niles, IL 60648  
(312) 470-0700  
\$99.00, 48K — 3 diskettes

Reviewed by Joseph Kattan

Even if it's just for recipes, phone numbers or household inventory, most personal computer users will sooner or later want to have an easy database or home filing program. **Codewriter** is the Atari translation of a popular program written for the Commodore 64. Unfortunately, this latest entry in the Atari database management sweepstakes pretends it can generate programs to your specifications instead of adequately taking care of some basic needs of a home filing system.

You can only look up information by one key field. If you set up a phone directory with names as the key field, you would not be able to look up a record by entering the phone number.

The number of records you can save is also too small. In a simple 12-field application, Codewriter informed me that

I could have no more than 211 records. This limit is not enough for many common database uses.

The Codewriter package comes with three disks. Disk 1 contains the data entry system while Disks 2 and 3 are used for creating reports. Atari owners will not be pleased to find that they get the Commodore instructions manual plus three pages of changes, which are needlessly duplicated on one of the disks.

Codewriter will allow you to store records in multiple fields, as many as 50 on a screen. But that is almost the full extent of what it can do as a database manager.

The program begins directly enough by letting you design an input screen identifying the fields of each application, with input-area masks plus prompts for entering field data.

But once you've designed the screen, your problems begin. Unless you've got a dual disk drive, Codewriter puts you through an obstacle course of swapping disks. The manual flat-out admits that "turning your design into a working program may take from 25 minutes to a bit over an hour." Not exactly the speedy, effortless operation claimed by this product's advertising.

Eventually all your work does generate a BASIC program — which is only slightly altered from Codewriter's standard format. I wrote several applications that all came out as pretty much the same program with only minor differences.

Each application took up 190 sectors on a single-density disk! You're entitled to expect a good database program to use disk space only for the data and essential information on field arrangement. In contrast, every Codewriter "program" gobbles up so much disk space that the manual recommends you put only one application per disk.

For those whose only experience with databases has been lower-priced products like Home Filing Manager or Microfile's Codewriter might be the next step up. Its greatest redeeming value is that it will use any numeric function legal in Atari BASIC — letting you use it much like a spreadsheet.

Codewriter Corp. rates credit for offering the buyer a reasonably priced set of backup disks. The company also sells Disk 1 separately as FileWriter and Disks 2 and 3 as a package called Reportwriter.

continued on next page

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San Francisco,  
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# product reviews

## ADVANCED PROGRAMMING TECHNIQUES FOR YOUR ATARI

by Linda M. Schreiber  
Tab Books, Inc.  
Blue Ridge Summit, PA 17214  
\$14.50  
\$24.95, 32K — sample program disk

*Reviewed by Matthew Ratcliff*

Here is a book for the experienced Atari BASIC programmer. It will teach you how to use all of those special commands you've never quite been able to master. **Advanced Programming Techniques For Your Atari** covers some topics we have seen many times, such as Player/Missile graphics and character-set editing. But many other techniques are explained that have rarely been addressed in print. The author presents her subjects in detail, and gives many sample programs, including assembly language routines called by USR commands. Complete explanations of all programs are straightforward and easy to follow.

The book can be purchased with a Sample Programs Disk, and with all 62 sample routines just a LOAD away, you will find yourself learning much more quickly than if you had to type all that code and debug it. A few complete programs are presented as well, including a character-set editor.

Some assembly language routines are used, and the "source code" is provided. But if you wish to eventually make the jump to AL, this book will not help you much. Although the USR routines work nicely, the comments in the source code are cryptic. The comments tell you exactly what the AL command is doing, without giving you a clue to its purpose. Compare the two listings below. Both will result in the same "object code" (the bytes that the machine operates on), but which is easier to understand?

SAMPLE #1  
(Typical for this book)

```
LDA #0      ;LOAD THE
              ACCUMULATOR WITH
              THE NUMBER ZERO
STA 77      ;STORE THE
              ACCUMULATOR AT
              LOCATION 77
              SAMPLE #2
ATRACT=77 ; ATTRACT MODE
MEMORY LOCATION
LDA #0      ; A VALUE OF 0 STORED
HERE
STA ATTRACT ; RESETS THE ATTRACT
MODE (POKE 77,0)
```

There are things in this book that I have only seen in *De Re Atari*, which is a bit on the technical side for those not familiar with AL. One of the major advantages of this book over magazines covering similar information, is that it consistently uses the same programming technique throughout. This is a real plus, provided you like the author's style. Her BASIC code is well structured and commented.

Some of the more interesting subjects covered include a Vertical Blank Interrupt routine that plays music continuously, even after the BASIC program has stopped, and sample code on page flipping. Below is a quick rundown on the book's table of contents.

Number Systems  
The Display List  
Graphics  
Animation  
Inside BASIC  
Strings  
Display List Interrupts  
Scrolling  
Page Flipping  
Sound Generators  
The Keyboard  
The Screen Editor  
Disk Use  
Cassette Use

This book will certainly help you put into code many of those nifty programs that have been just too tough to tackle before.

# listing conventions

## Table Information

Our custom font listings represent each ASCII character as it appears on the video screen. You generate some characters by a single keystroke, for example, the regular alphabet. Others require a combination or sequence of keystrokes. In this table, ESC means *press and release* the escape key before pressing another key. CTRL or SHIFT means *press and hold* the control or shift key while simultaneously pressing the following key.

The Atari logo key (A) "toggles" inverse video for all alphanumeric and punctuation characters. Press the logo key once to turn

### NORMAL VIDEO

FOR THIS	TYPE THIS	DECIMAL VALUE
█	CTRL ,	0
█	CTRL A	1
█	CTRL B	2
█	CTRL C	3
█	CTRL D	4
█	CTRL E	5
█	CTRL F	6
█	CTRL G	7
█	CTRL H	8
█	CTRL I	9
█	CTRL J	10
█	CTRL K	11
█	CTRL L	12
█	CTRL M	13
█	CTRL N	14
█	CTRL O	15
█	CTRL P	16
█	CTRL Q	17
█	CTRL R	18
█	CTRL S	19
█	CTRL T	20
█	CTRL U	21
█	CTRL V	22
█	CTRL W	23
█	CTRL X	24
█	CTRL Y	25
█	CTRL Z	26
█	ESC ESC	27
█	ESC CTRL -	28
█	ESC CTRL =	29
█	ESC CTRL +	30
█	ESC CTRL *	31
█	CTRL .	96
█	CTRL ;	123
█	SHIFT -	124
█	ESC	
█	SHIFT	
█	CLEAR	
█	ESC DELETE	125
█	ESC TAB	127

it on; press again to turn it off. In the XL line there is no logo key; inverse video is controlled by the Reverse Video Mode key. Decimal values are given as reference, and correspond to the CHR\$ values often used in BASIC listings.

### INVERSE VIDEO

FOR THIS	TYPE THIS	DECIMAL VALUE
█	A,CTRL ,	128
█	A,CTRL A	129
█	A,CTRL B	130
█	A,CTRL C	131
█	A,CTRL D	132
█	A,CTRL E	133
█	A,CTRL F	134
█	A,CTRL G	135
█	A,CTRL H	136
█	A,CTRL I	137
█	A,CTRL J	138
█	A,CTRL K	139
█	A,CTRL L	140
█	A,CTRL M	141
█	A,CTRL N	142
█	A,CTRL O	143
█	A,CTRL P	144
█	A,CTRL Q	145
█	A,CTRL R	146
█	A,CTRL S	147
█	A,CTRL T	148
█	A,CTRL U	149
█	A,CTRL V	150
█	A,CTRL W	151
█	A,CTRL X	152
█	A,CTRL Y	153
█	A,CTRL Z	154
█	ESC	
█	SHIFT	
█	DELETE	156
█	ESC	
█	SHIFT	
█	INSERT	157
█	ESC	
█	CTRL	
█	TAB	158
█	ESC	
█	SHIFT	
█	TAB	159
█	A,CTRL ,	224
█	A,CTRL ;	251
█	A,SHIFT -	252
█	ESC CTRL 2	253
█	ESC	
█	CTRL	
█	DELETE	254
█	ESC	
█	CTRL	
█	INSERT	255

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524 Second Street  
San Francisco, CA  
94107



# COPY MATE

## A fast, easy disk-sector copier

by MIKE PALMER

**COPYMATE** is a utility program that copies disks. It boots (loads itself) in three seconds and is ready for immediate use. The program is initialized with a set of pre-defined options that are displayed on the screen. You can change these default settings with the BASIC customizer program in Listing 2.

To create the working version of **COPYMATE**, type Listing 1 into the Assembler Editor or MAC/65 and assemble it to disk with the command `ASM, #D:COPYMATE.OBJ`. Next, enter DOS and use menu option L to load `COPYMATE.OBJ`. (Before entering DOS, XL owners should boot Translator while pressing [OPTION] to disable BASIC.) As the file loads, hold down [OPTION] to run the routine that creates the boot file. Insert a newly-formatted blank disk into Drive 1 and press [RETURN]. In a few seconds, a working version of **COPYMATE** will be created and then booted automatically.

To load an existing version of **COPYMATE**, turn off your computer and remove all cartridges. (XL owners should boot Translator while holding down [OPTION] to disable BASIC.) Now put the **COPYMATE** disk in Drive 1 and turn on the computer (XL owners press [SELECT]).

Before starting a copy, you can change any of the displayed options with a single keystroke. Press [S] or [D] to switch the source or destination drive number between 1 and 2, [F] to choose a formatting option, and [W] to turn Write Verification on and off.

**COPYMATE** displays a "map" of the source (original) disk on the screen. Each of the 720 dots initially displayed represent one sector (128 bytes) of the disk. If a sector contains data, the dot is replaced by a larger dot; if the sector can't be read, a question mark replaces the dot. When the sector is empty, the original dot remains. A line at the bottom of the screen indicates (in hexadecimal) the number of the sector

### SYNOPSIS

*This self-booting disk-copy program copies an entire disk in two passes with 48K (or more) RAM, but works in as little as 16K. The main program listing is written in assembly language, and requires OSS's MAC/65 or the Atari Assembler Editor cartridge. With Atari XL machines, the Translator disk is required to run the machine-language program generated from the assembled listing. Antic disk subscribers: follow directions in article.*

being read or written.

**COPYMATE** does not copy blank sectors. You can copy your source disk in one pass if it is less than half full. To produce an exact copy, however, the destination disk must be formatted first. Results are unpredictable when this is not done.

When **COPYMATE** encounters a disk-read error, it will retry the sector involved for up to 15 seconds before proceeding to the next one. If you know a sector is bad, move **COPYMATE** to the next sector by pressing [BREAK]. When reading a series of bad sectors, wait at least 15 seconds between presses of

[BREAK] or you may miss a sector.

If you're not using the Translator disk, you can press [RESET] at any time to abort a copy and return to the initial menu of options. Press [SELECT] during a read operation to skip the rest of the disk and start writing what's been read to the destination disk. If you're copying a DOS disk, do not press [SELECT] until the disk VTOC and directory (sectors \$168 to \$170) have been read. Otherwise, you won't be able to access the files on the disk.

You can use the [OPTION] key to make multiple copies of a disk with a single disk drive. You can also do this with a two-drive setup, but only if the source disk is less than half full (one-pass copy). Since you'll be switching half-copied disks, and there are no special prompts, you must keep track of each step of the operation.

First, set up for a one-drive copy. Insert the source disk and press [START]. When "INSERT DESTINATION DISK" appears, insert the first destination disk and press [START]. When "INSERT SOURCE DISK" or "COPY COMPLETE" appears, press [OPTION] to indicate that the data that's been read is to be written again. Then insert the second destina-

continued on next page

tion disk, and press [START]. Repeat the last two steps for each additional copy, and then repeat the entire process until all copies have been completed.

## CUSTOMIZING COPYMATE

Listing 2 is a BASIC program (CUSTOMIZER) that sets COPYMATE parameters to your specifications. Type in Listing 2, check it with TYPO, and SAVE a copy as a backup. RUN the program and put the COPYMATE boot disk in Drive 1. (Use your backup copy of COPYMATE, in case there's a typing error in the CUSTOMIZER program.) Press [RETURN] and answer each question. The range of responses for each parameter is shown in square brackets; the current setting appears under the cursor. To accept the current setting for any parameter, press [RETURN]. After the final question, the new options will be written to the boot disk. *Remember to*

*remove the BASIC cartridge before you boot COPYMATE.*

When using CUSTOMIZER, you must specify the make of the drive to be used. With one exception, Atari-compatible drives write zeros to a disk during the formatting operation. The exception is the Percom drive, which writes a pattern of \$1A (hex) to the disk. For COPYMATE to determine whether a sector is empty or not, it must know if the disk was formatted on a Percom drive. If this option isn't set correctly, COPYMATE will work, but it won't skip blank sectors.

*Mike Palmer is a software systems analyst (he designs operating systems) for a flight simulator firm in Quebec, Canada. He has owned his Atari 800 for 18 months, and programs primarily in assembly language. Mike is trying to start an Atari Users' Group in his area.*

Listings 1

## UPDATE 1988

## assembly language

5440 WAIT LOA HRRKINN INHIBIT BREAK KE  
 T  
 5450 STA TROEN DURING THE WAIT  
 5460 STA POMDR  
 5470 -  
 5480 LSE CONSOL START KEY?  
 5490 CPT HSTATK START KEY?  
 5500 BEQ WAITND  
 5510 CPT HOPTRK OPTION KEY?  
 5520 BEQ WAIT  
 5530 -  
 5540 PLA LOSS RETURN ADDR  
 5550 PLA =  
 5560 JMP PUT ~~PUTKEY~~ EQU  
 5570 WAITND RTS  
 5580 -  
 5590 - "CHECK DESTINATION"  
 5600 -  
 6420 CROSTJ JOB PRINTN G/F ERROR MSG  
 6430 LDX HSTATK~~MSG~~255, "CHECK BEST"  
 6440 LDY HSTATK~~MSG~~256  
 6450 JSR PRINTN  
 6460 JSR INSTRT ;"START"  
 6470 JSR WAIT ;"WAIT FOR 60"  
 6480 CROKND RTS  
 6490 -  
 6500 -  
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50 OPEN #1,4,0,"E::POKE 710,14B:POKE
712,14B:POKE 82,0:POKE 752,1
60 AS="":AS(125)="":AS(2)=AS
70 DSKWRT=ADR("HLS$"):REM SECTOR I/O R
ROUTINE
80 PRINT "IS COPYMATE 1.4 CUSTOM
1SER"
90 PRINT "IS INSERT COPYMATE
1.4 BOOT DISK"
100 PRINT "? INTO DRIVE #1 - THEN PRE
SS RETURN ?";
110 INPUT #1,B$;
120 REM READ 1ST SECTOR OFF THE DISK
130 BUFFAD=ADR(A$)
140 SEC=1:DCOM=82:DDIR=64
150 GOSUB 790:REM SET UP DISK DCB
160 X=USR(DSKWRT):REM READ SECTOR
170 IF PEEK(771)=1 THEN 210
180 ? "IS ERROR IN READING FROM D
RIVE ONE"
190 ? "IS CHECK IT OUT -- THEN RE-
RUN COPYMATE"
200 END
210 REM ASK FOR NEW PARAMETERS
220 ? "IS ENTER REQUIRED DEFAULTS - CURR-
ENT VALUES"
230 ? "IS ARE SHOWN UNDER THE CURSOR
AND MAY"
240 ? "IS BE ENTERED SIMPLY BY PRESSING
RETURN"
250 POKE 752,0
260 TRAP 260
270 ? "IS NUMBER OF DRIVES ON SYSTEM ?"
[1-B] :"IS ASC(AS(13)):";
280 INPUT #1,NDRIVE
290 IF NDRIVE<1 OR NDRIVE>B THEN 260
300 IF NDRIVE=1 THEN SOURCE=1:DESTIN=1
:GOTO 390
310 TRAP 310
320 ? "IS SOURCE DISK DRIVE ..... ?"
[1-";NDRIVE;"] :"IS ASC(AS(9)):";
330 INPUT #1,SOURCE
340 IF SOURCE>NDRIVE OR SOURCE<1 THEN
310
350 TRAP 350
360 ? "IS DESTINATION DISK DRIVE ... ?"
[1-";NDRIVE;"] :"IS ASC(AS(18)):";
370 INPUT #1,DESTIN
380 IF DESTIN>NDRIVE OR DESTIN<1 THEN
350
390 TRAP 390
400 IF ASC(AS(11))=0 THEN FMTS="N"
410 IF ASC(AS(11))=1 THEN FMTS="Y"
420 ? "IS FORMAT DESTINATION DISK ... ?"
[Y/N] :"IS FMTS:";
430 INPUT #1,FMTS
440 IF FMTS<>"N" AND FMTS<>"Y" THEN 39
8
450 TRAP 450
460 IF ASC(AS(12))=00 THEN VFYS="N"
470 IF ASC(AS(12))=07 THEN VFYS="Y"
480 ? "IS WRITE WITH VERIFICATION .. ?"
[Y/N] :"IS VFYS;"IS";
490 INPUT #1,VFYS
500 IF VFYS<>"N" AND VFYS<>"Y" THEN 45
8
510 TRAP 510
520 IF ASC(AS(14))=0 THEN DRVS="A"
530 IF ASC(AS(14))=26 THEN DRVS="P"
540 ? "IS ATARI OR PERCOM DRIVES ... ?"
[A/P] :"IS DRVS;"IS";
550 INPUT #1,DRVS
560 IF DRVS<>"A" AND DRVS<>"P" THEN 51
8
570 REM SET UP NEW VALUES
580 AS(9)=CHR$(SOURCE)
590 AS(10)=CHR$(DESTIN)
600 AS(13)=CHR$(NDRIVE)
610 IF FMTS="N" THEN AS(11)=CHR$(0)
620 IF FMTS="Y" THEN AS(11)=CHR$(1)
630 IF VFYS="N" THEN AS(12)=CHR$(0)
640 IF VFYS="Y" THEN AS(12)=CHR$(07)
650 IF DRVS="A" THEN AS(14)=CHR$(0)
660 IF DRVS="P" THEN AS(14)=CHR$(26)
670 REM WRITE 1ST SECTOR BACK TO DISK
680 SEC=1:DCOM=87:DDIR=12B
690 GOSUB 790:REM SET UP DISK DCB
700 X=USR(DSKWRT):REM WRITE SECTOR
710 POKE 752,1
720 IF PEEK(771)=1 THEN 760
730 ? "IS ERROR IN WRITING TO D
RIVE ONE"
740 ? "IS CHECK IT OUT -- THEN PRESS IS
RETURN"
750 INPUT #1,B$:GOTO 690
760 ? "IS COPYMATE 1.4 CUSTOMIZATION
COMPLETE"
770 ? "IS REMOVE BASIC CART BEFORE RE-
BOOTING":? :?
780 END
790 REM DISK DCB SET UP SUBROUTINE
800 POKE 768,49:REM DEVICE - DISK
810 POKE 769,1:REM UNIT - 1
820 POKE 770,0:COM:REM COMMAND
830 POKE 771,0:DIR:REM DIRECTION
840 AH=INT(BUFFAD/256)
850 AL=BUFFAD-AH*256
860 POKE 772,AL:REM BUFFER ADDRESS LO
870 POKE 773,AH:REM BUFFER ADDRESS HI
880 POKE 774,7:REM TIMEOUT IN SECS
890 POKE 776,12B:REM TRANSFER COUNT LO
900 POKE 777,0:REM TRANSFER COUNT HI

```

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918 POKE 778, SEC:REM SECTOR NUMBER LD  
920 POKE 779, 0:REM SECTOR NUMBER HI  
930 RETURN

## TYPO TABLE

Variable checksum = 465015

Line num	range	Code	Length
10	- 120	SD	5 0 6
130	- 240	HT	4 2 0
250	- 360	QU	4 0 4
370	- 480	TI	3 5 6
490	- 600	MF	3 0 4
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continued from page 95

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FADER—A CLASSY VIDEO SLIDE SHOW continued from page 98

```
18 REM MICRO FADE
20 REM BY JOSEPH GRANDE
30 REM ANTIC MAGAZINE
40 DIM HS$(2),ARRAY$(96),HOLD$(1200),HE
X$(23),FILE$(20):HEX$="#@ABCDEFGHI#####"
##JKLMNO":CASS=0:D=1
70 ? "PLEASE WAIT....":FOR D=1 TO 500
:NEXT D:PK1E 559,0
130 RESTORE 2000:FOR LINE=2000 TO 2250
STEP 10:GOSUB 140:NEXT LINE:GOTO 190
140 READ ARRAYS,L:SUM:=HNUM-1 TO LEN
(ARRAY$):STEP 2:HS$=ARRAY$(HNUM,HNUM+1)
150 D=0:F0R I=1 TO 2:D=B*16+ASC(HEX$(A
SC(H$(I))-47))-64:NEXT I
155 SUM=SUM+(ASC(H$(1,1))+ASC(H$(2,2))
):HOLD$(0,0)=CHR$(D):D=0+1:NEXT HNUM
160 CL=PEEK(103)+PEEK(104)*256:IF CL<>
LINE THEN POKE 559,34:7 "LINE ";LINE;"IS
MISSING.":END
170 IF LSUM<>SUM THEN POKE 559,34:2 "W
BAD DATA AT LINE #";LINE:END
180 RETURN
190 POKE 559,34:7 "PRESS <RETURN> TO
SAVE THE FILE.":INPUT HS
200 CLOSE #1:OPEN #1,B,"D:FADER.EXE"
:IDC8=B40:POKE IOC8+2,11
210 ADDRESS=ADR(HOLD$):ADHI=INT(ADDRES
S/256):ADLO=ADDRESS-ADHI*256
220 BYTES=LEN(HOLD$):NUMHI=INT(BYTES/2
56):NUMLO=BYTES-NUMHI*256
230 POKE IOC8+,ADLO:POKE IOC8+5,ADHI:
POKE IOC8+B,NUMLO:POKE IOC8+9,NUMHI
240 X=USR(ADR("hh$OLV$"),16)
250 CLOSE #1:2 "WALL DONE.":END
2600 DATA FFFF882E192421881E6122B0CC
1EAECC1E8ECC1E8ECC1E8ECC1E680B0CC1E2003
1EAECC1E908C904203904203,5255
2010 DATA 1C861E85860A66A86865816B05
836685826B0DCC1E9848848A808980806722
8108998804C99808034C581E,18322
2020 DATA C93A8085A91806722C84C421EAD
6722C980F0834C541E9448D80493A80B184
A808A282B188008804C99800,15371
2030 DATA 1E8685860A66A86865816B05
1EA582904A83A839D4883A9880904483A9849D
4583A9839D42B34C861E80CA,20504
2040 DATA 1E68A66A86860DCC1E98488A4860
2056E4AEC1EB043938B662298C9880808180
4C74E488858298748A58229,25578
2058 DATA 30491018698C48A5B2290F48A91E
48A9E94C0D1E533A988828241E688586868A68
A868858198488A8AECCT1EA9,30874
2060 DATA 88904803A981904903A5B8804083
A5B1904593A98590420320861E8088180B9C998
00834C201FC84C1FTFC8A980,35797
2070 DATA 918860858686BAA6B86885816B85
8498488A489FF85865A5B89A808546854C481F
AD80D225505C584882B8F580,48769
2080 DATA 88916868806C22A9448806E22A93A
806F22A283B0D6E22C92808034C811FEBE808BF0
034C6F1F8AC98888834C801F,45981
```

```
2090 DATA A078222906F22A0D79222907822A07A
22907122A92E906E22A59B907222A588907322
4CCE1FAD7A2260722A07922,51071
2100 DATA B07A22A0D7822807922A92E807B22
A598BD7C22A588907D226B886D22A91F48A8FA
20A61EAECC1EAD6022904293,56275
2110 DATA A5588904483A559904583A98498048
03A91E9049834C861E68808C22A91B28C01E28
3420A03882B588B031B28501,61296
2120 DATA A888A94E9188A886A98E9188C8C8
63D0F7A98E9188C8C8C881B8C98FF8934C3928
A90E9188C84C282868A88804,66388
2130 DATA C05F08034C47284C3A2B88010888
2120B80428086C22A28088A8D8622B0D9F9A988
88B322A9FEC0B322B0834C90,71486
2140 DATA 28A08032249FF488808522A0B5224B
82248A98528321F1AAB08622A8684BAA8B8622
AEB5229086226BAA8890B822,76516
2150 DATA E88224C6120888B86C22A55880588
85B2A9888D8222A987C0D22288834C3021AE82
22A989880322A9FEC0B322B88,15153
2160 DATA B34C808288A48AE83228C86226BAA
203E21EEB3224C8E2B88A48A2FFC886226BAA28
3E21AD6622C97F805908034C,66686
2170 DATA 3721A8B222C982F8834C8421A881
B18880DC402A8D222C983F8834C1521A8828188
80C502A8D222C984F8834C26,91631
2180 DATA 21A883818880C682A8D222C985F8
834C3721A888818880B8D8C802E82224C8C20688D
6222A8D6422B581A865228583,96631
2190 DATA A98880B422A810DCB842288834C83
218188304828C988F8834C7821B08482849FF31
824C722111829182E681E683,181595
2200 DATA EBB82987A8E84224C8521682858
28A98780832220F81FA55980D65224065223089
2080D6422AD6422B559A90180,106613
2210 DATA D222A8814BA98648A9884BA9214B
A9884BCF212A2E404943988828241EA9812888
1EA901888222A0D6222C8D6222,111598
2220 DATA B8834CE521A9224BA98E20F11EEE
B2224CCC21A98128181EAD6E22C92888812868
1FA90148A98448A9884BA822,116614
2230 DATA 4BA96E20241EA98128881EAD6422
B559AD63222B0CF1F209E28A98128181EA98885
408513A513C9888834C4722,121552
2240 DATA AD1FD022901C9880083294722A01F
B02902C9888032953224C2322A0D6222186891
B062224C4721A01FD022981C9,126506
2250 DATA 88D8832847224C5322,127445 A
```

# FADER

# A CLASSY VIDEO

# "SLIDE SHOW"

Featuring dot-by-dot "dissolves" between pictures

by JOSEPH P. GRANDE

If you use Micro-Painter or another file-compatible program to draw pictures with your Atari, you would probably like being able to have a video slide-show presentation. FADER does more than simply read your pictures from a disk and display them one at a time. When FADER changes pictures, it produces a dot-by-dot "dissolve" from one picture to the next. This impressive effect is unique to computer graphics — movie film couldn't duplicate it.

## HOW TO USE THE PROGRAM

Type in the program and save an extra copy as a back-up. Next, RUN this program. The screen will go dark for several minutes so the computer can read the data faster. If you made a typing error, the program will stop and display the number of the line you need to retype correctly, so no TYPO is needed. You'll then be prompted to insert the disk on which the machine language file "FADER.EXE" is to be written. Do so, and then press [RETURN]. FADER.EXE is your master version and should be archived on a disk with other utility programs.

Follow the following step-by-step instructions to create your "slide-show"

## SYNOPSIS

*You get a unique dot-by-dot "fade" effect with this "slide show" of picture files compatible with Micro-Painter format. The program requires a minimum of 48K RAM plus a disk drive, and runs on all Atari computers. If you're typing in the listing that creates this machine language file, insert your BASIC cartridge. For Antic Disk Subscribers — just follow the numbered instructions below.*

disk

1. Format a blank disk, then use DOS menu option H to write DOS files.
2. To save room on the disk, delete DUP.SYS.
3. Use DOS menu option O (or C with two-drive systems) to transfer a copy of FADER.EXE to the prepared disk.
4. Use DOS menu option E to rename FADER.EXE to AUTORUN.SYS.
5. Use DOS to copy your picture files to the slide-show disk. Copy them in the exact order in which you want them to display. Use option E to rename them so all the picture files extenders are .MIC.
6. This disk can now be booted, and

will automatically display all your pictures in sequence. Remove all cartridges before booting. 600XL and 800XL owners press [OPTION] while booting.

7. FADER loads a new picture about every 30 seconds. To load and display the next picture sooner than that, press [START]. After the last picture on the disk displays, FADER loads the first one again, and so on.
8. You can change disks if you do it quickly as soon as a picture has loaded. The new disk should have more picture files, all renamed with the .MIC extender. FADER will start with the next file on the disk. That is, if FADER has just loaded the second .MIC file on one disk, and you remove that one and insert another with, say, five .MIC files, FADER will next load the third .MIC file on the new disk. After it displays the last file, it will recycle to the first.

*Joseph P. Grande of Sunland in Southern California has been a programmer for over 20 years. He says he also became a graphic artist three years ago when he purchased an Atari. He has published a pre-school math learning game, *Monkey Up A Tree*.*

*continued on page 97*

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bols as well as words. So everyone from preschoolers to grandparents can create without going near the keyboard.



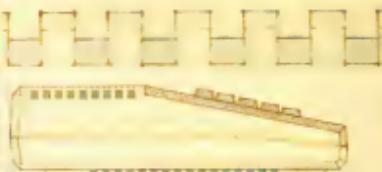
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